



“Little Brother”
1025-172
Final Board

Date 00/00/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 00/00/13
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
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Supervising Director
Elizabeth Ito

Storyboard by
Adam Muto &
Madeleine Flores

FEB 10 2014

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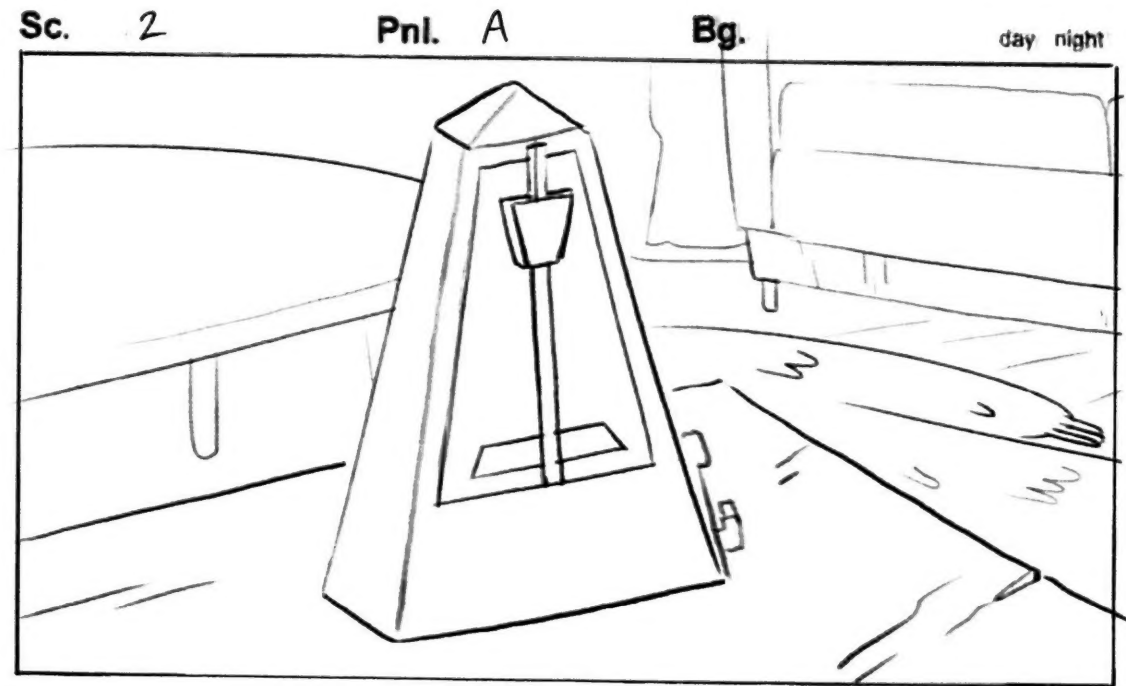
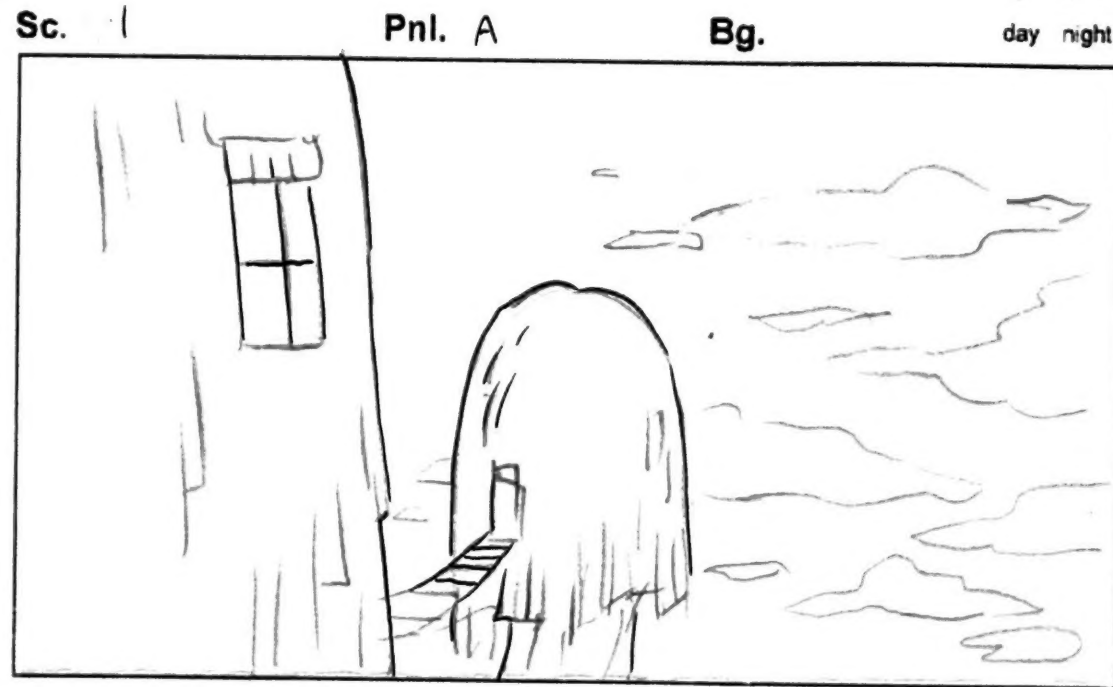
1025/172

START

ADVENTURE TIME



Page 1



Dialog:

SFX * VIOLA TUNING UP *

Action:

- EXT. TREEHOUSE - EVENING

- METRONOME ON MILK CRATE

Timing:

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1025/172

Production :

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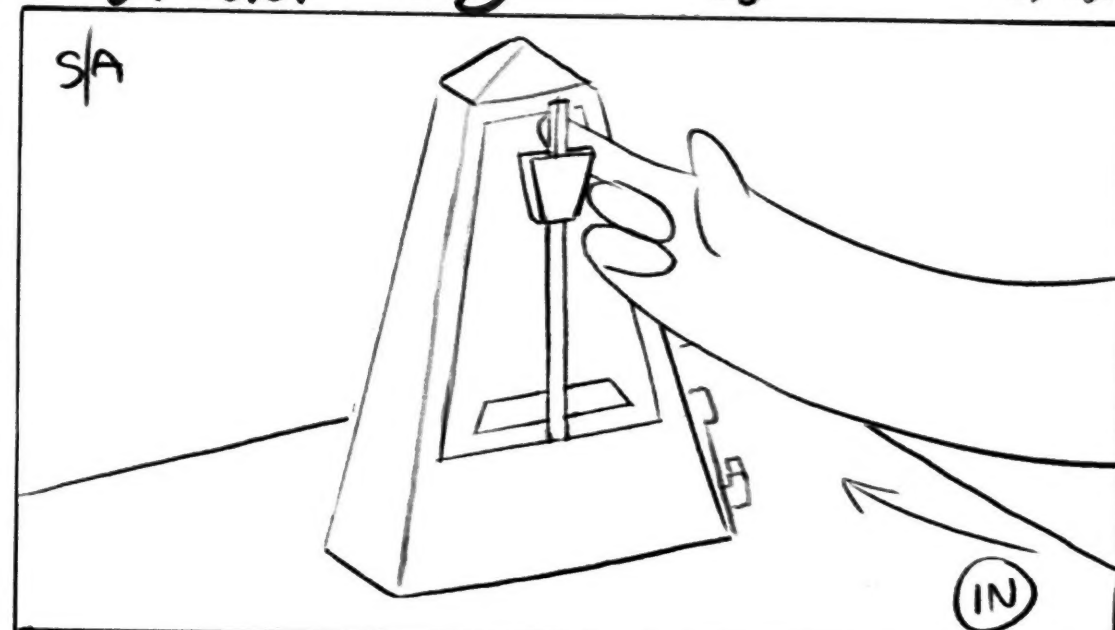
ADVENTURE TIME



Sc. *2 CONT* Pnl. *B*

Bg.

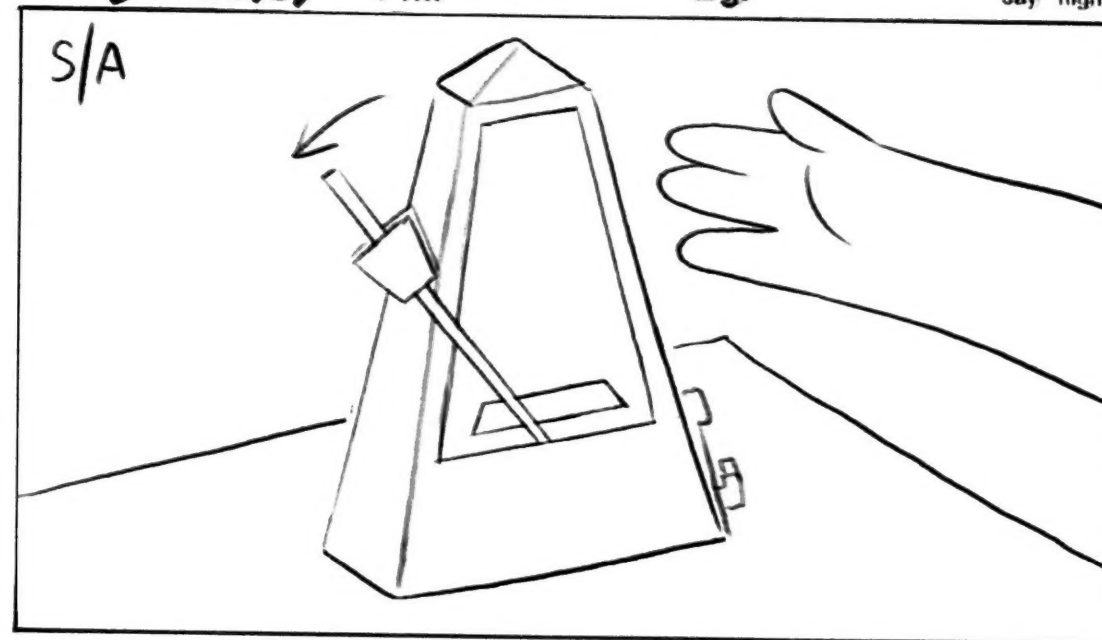
day night



Sc. *2 CONT* Pnl. *C*

Bg.

Page *2*
day night



Dialog:

-J. UNLATCHES
METRONOME

SFX: TICK - TICK

Action:

NEEDLE

Timing:

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Production :

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1025/172

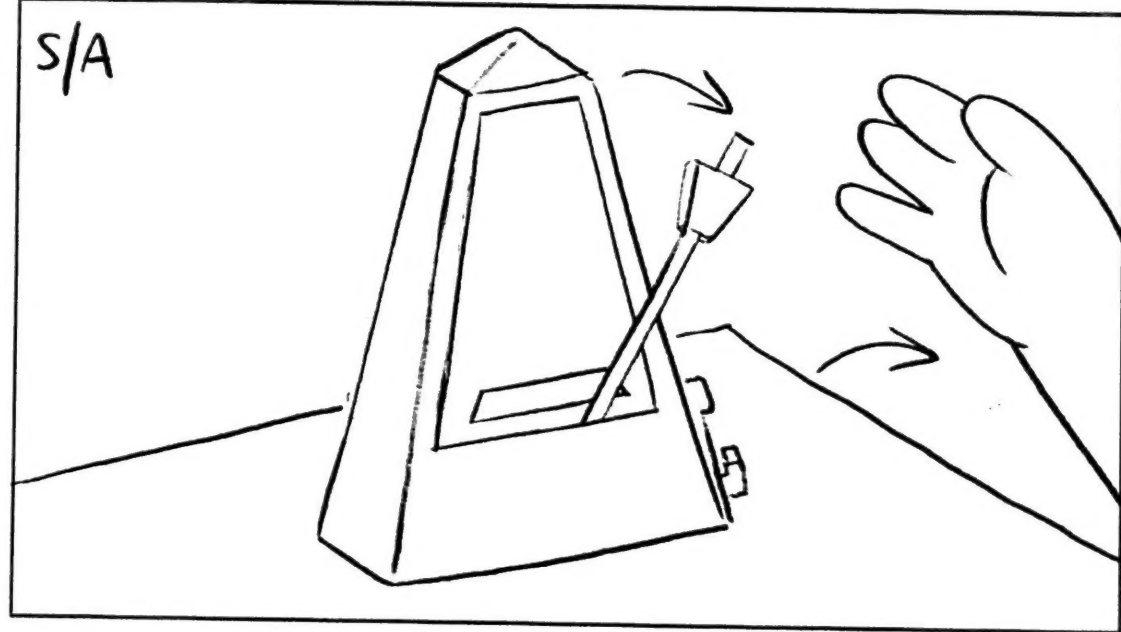
1025/172

1025/172

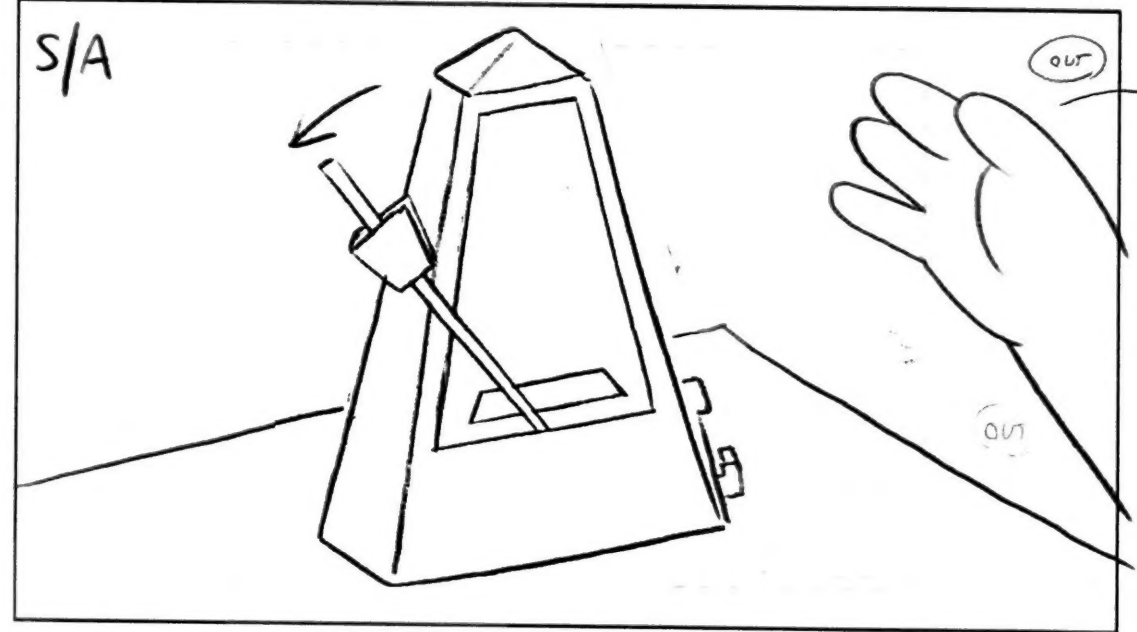
ADVENTURE TIME



Sc. *2 CONT* Pnl. *D* Bg. day night



Sc. *2 CONT* Pnl. *E* Bg. day night



Dialog:

SFX: TICK - TICK

Action:

-J PULLS HAND OFF/S
-METRONOME CONTINUES TICKING.

Timing:

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Page *3*

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Production :

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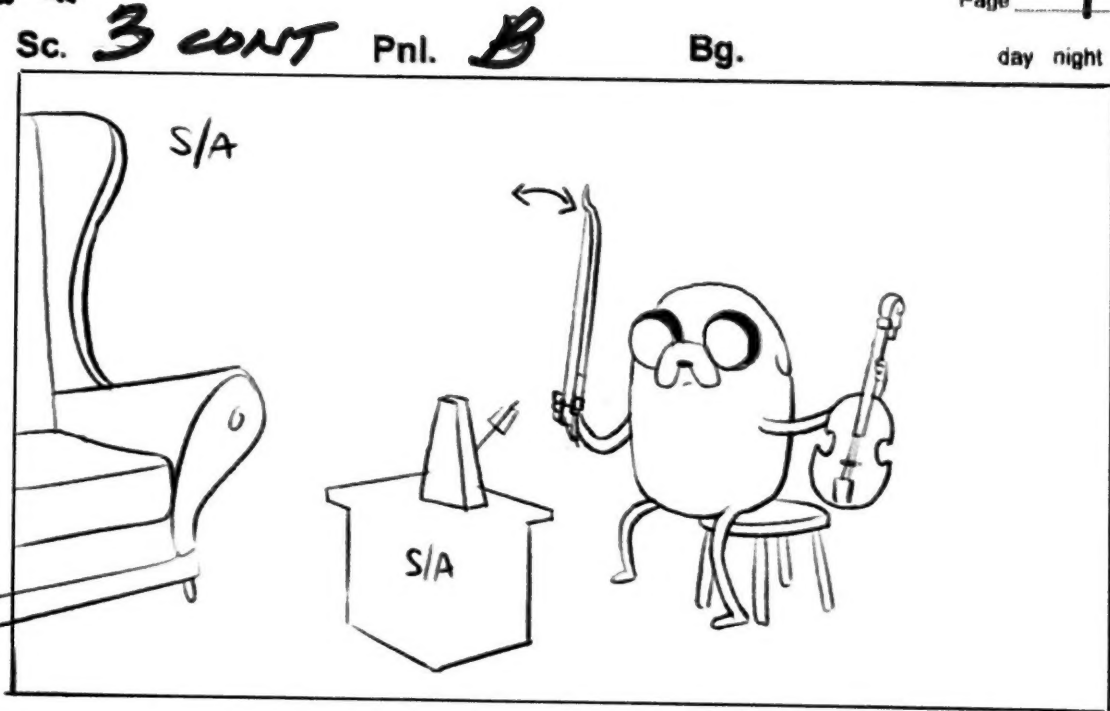
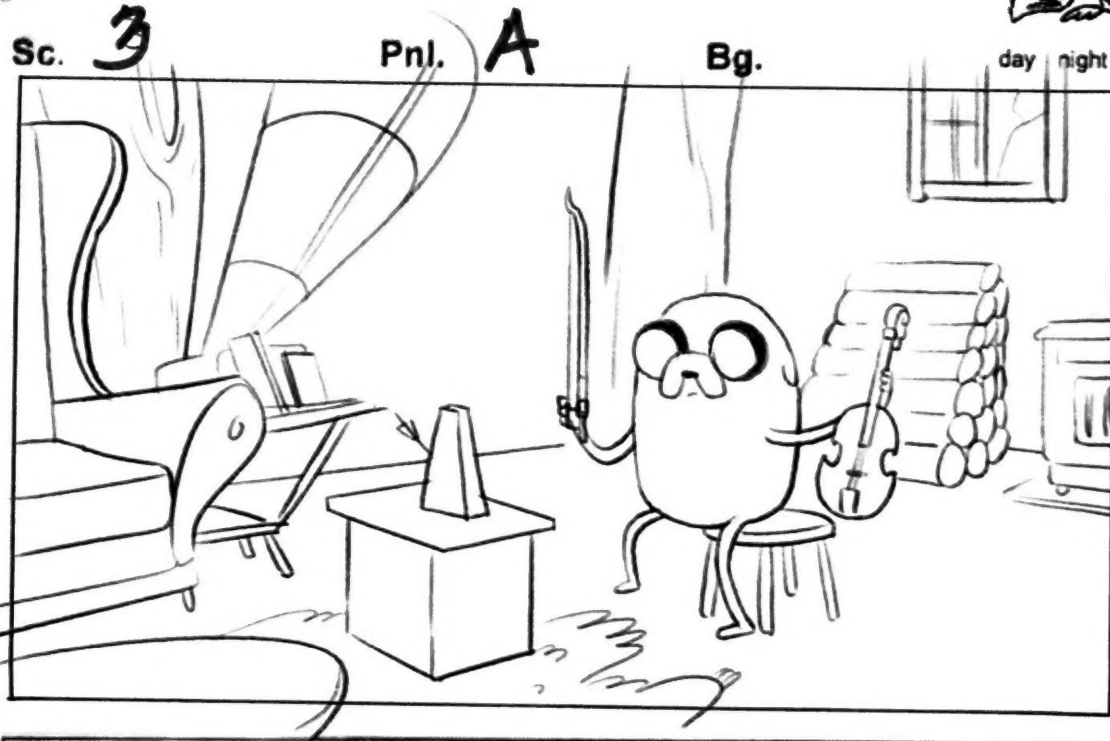
1025/172

140
Cut

ADVENTURE TIME



Page **4**
day night



Dialog:

SFX: TICK TICK TICK TICK

TICK TICK TICK

Action:

- J. BOBS Bow
IN TIME TO METRONOME

Timing:

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Production :

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ADVENTURE TIME



Page 5
day night

Sc. Pnl. Bg. day night

Sc. 3 CONT Pnl. C Bg. day night

Handwritten: Hu Cut

EPISODE # 1025-172

1025/172

Dialog:

Action:

Timing:

SFX. TICK TICK

- J. LIFTS VIOLA TO CHIN.

- J. PUTS BOW TO STRING. AND CLOSES EYES

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Production :

1025/172

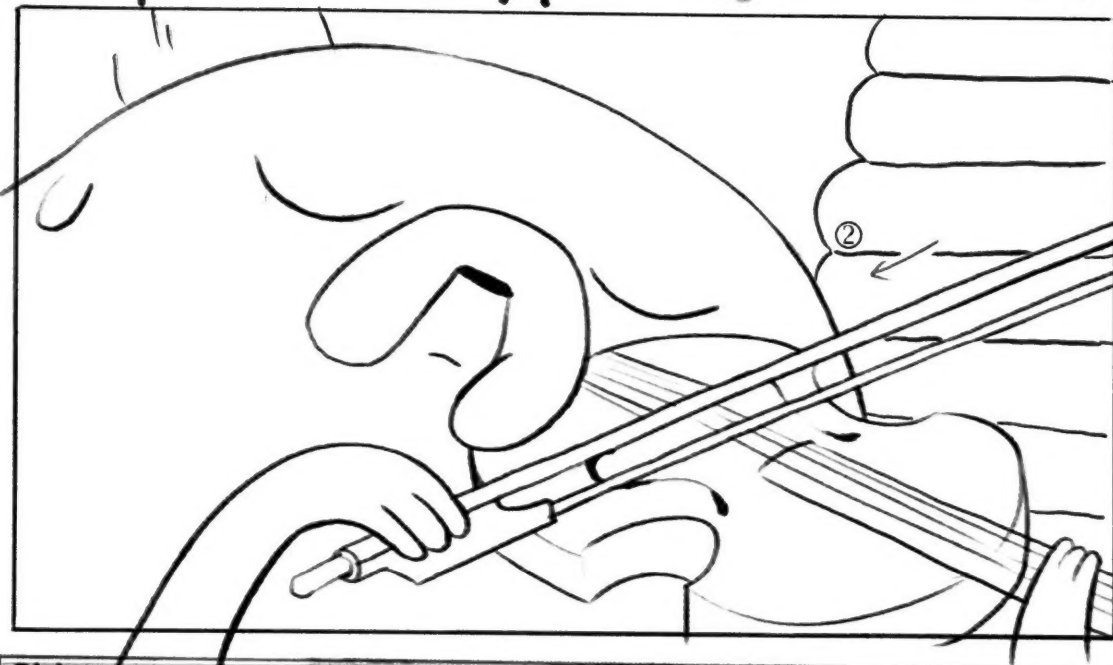
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ADVENTURE TIME

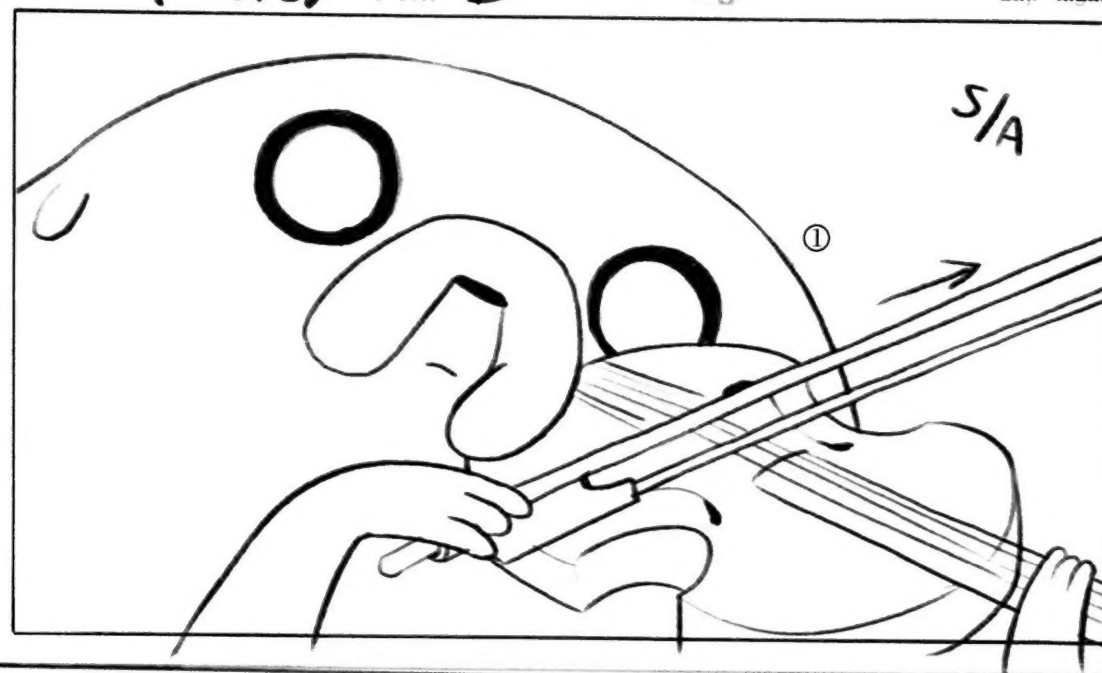


Page **6**

Sc. **4** Pnl. **A** Bg. day night



Sc. **4 CONT** Pnl. **B** Bg. day night



Dialog:

SFX:

SCORP: (o/s) WOO! SHOW ME THEM LEGS

Action:

- J. PULLS BOW ACROSS STRINGS

- J. STOPS SUDDENLY

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Timing:



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1025/172

Production :

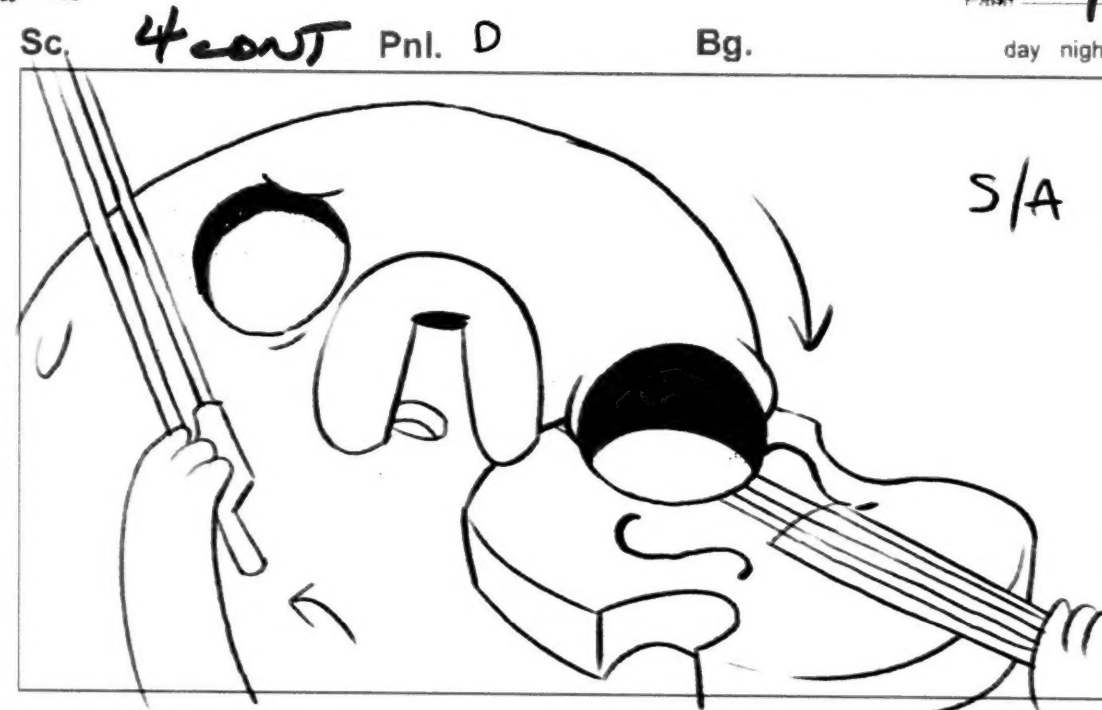
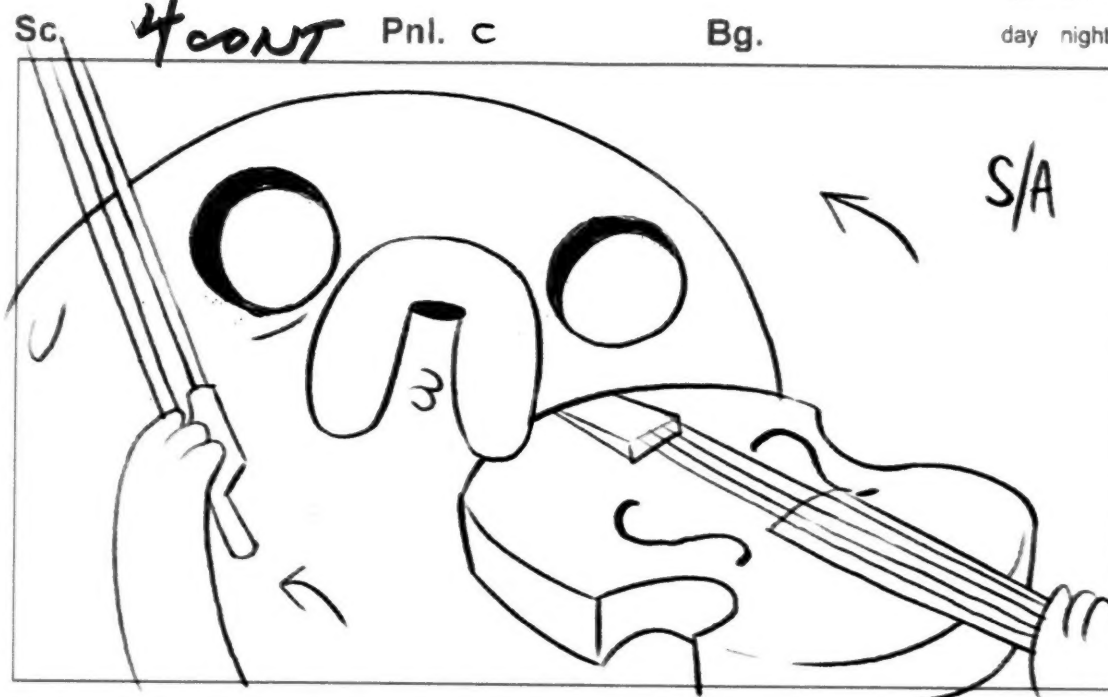
1025/172

ADVENTURE TIME



Page 7
day night

40
cut



Dialog:

J: SHELBY?

Action:

- J. LOOKS
AT VIOLA

- J. LOOKS INSIDE
F. HOLE of VIOLA

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Timing:

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1025/172

Production :

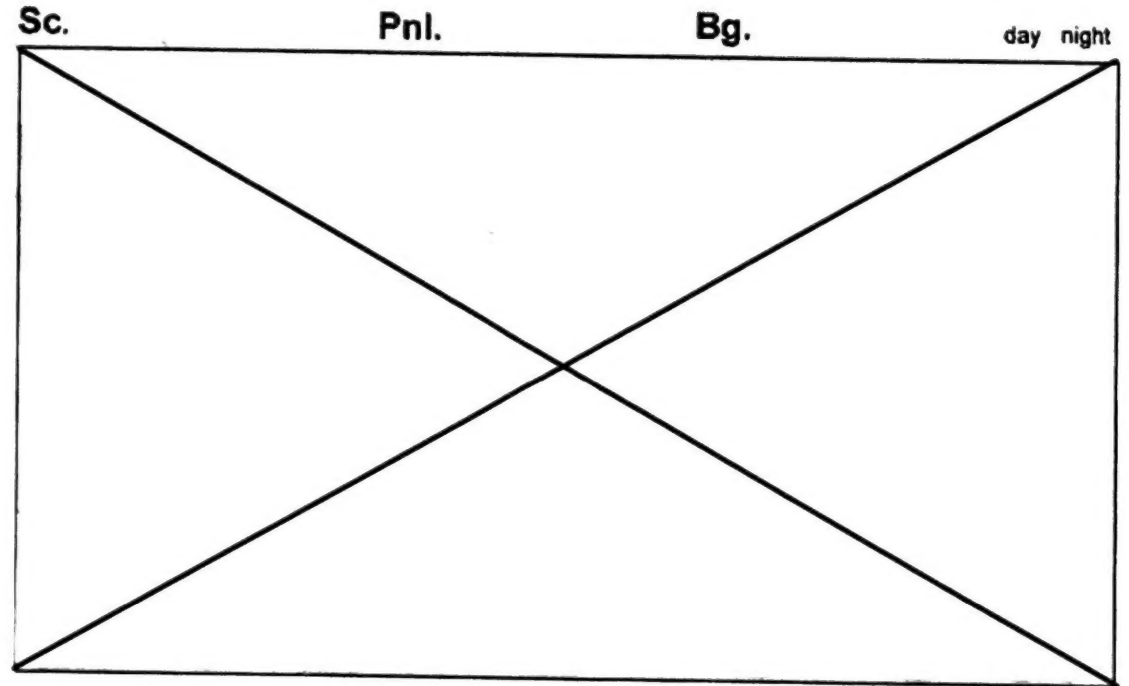
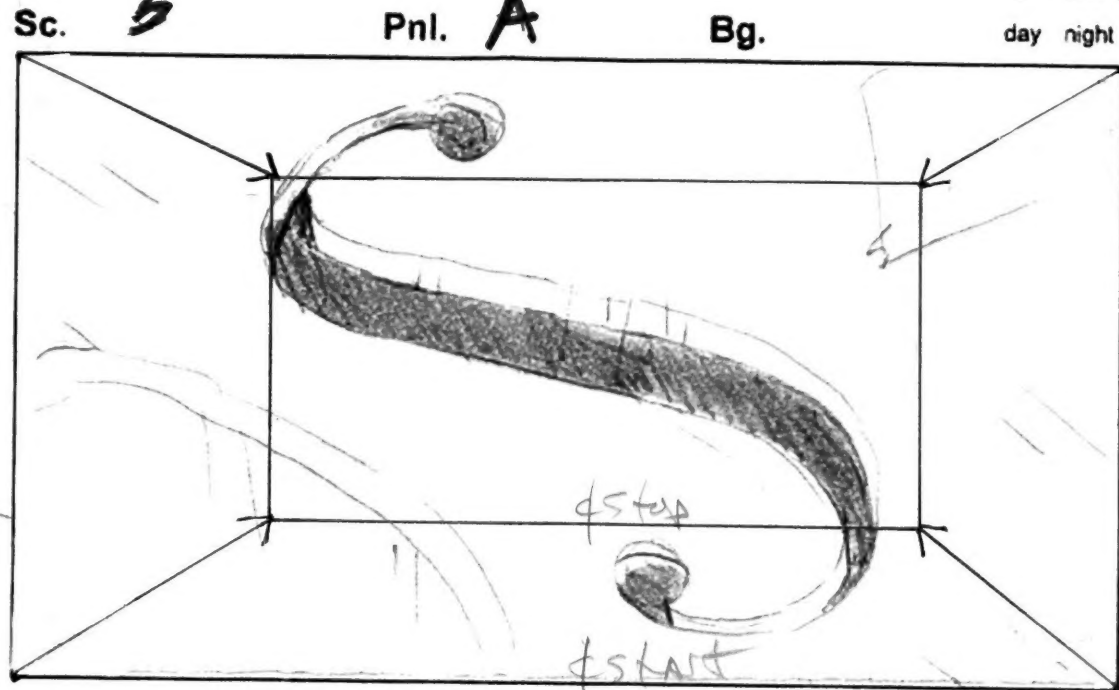
1025/172

1025/172

ADVENTURE TIME



Cut w/ X-DISS
2 post



Dialog:

⋮ PARTY WALLA ⋮

Action: - PUSH IN ON F-HOLE

Timing:

trickle IN

XX X-DISS

FEB 10 2014

EPISODE # 1025-172

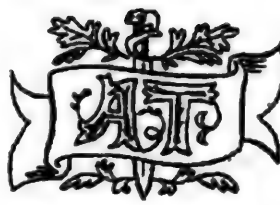
Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



Page 10

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
7 CONT	B			

Dialog:	SIMON: [GLUG-GLUG-GLUG]
Action:	- SIMON CHUGS GRASS SHAKE.
Timing:	FEB 10 2014

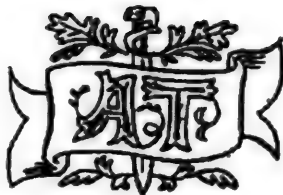
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1025/172

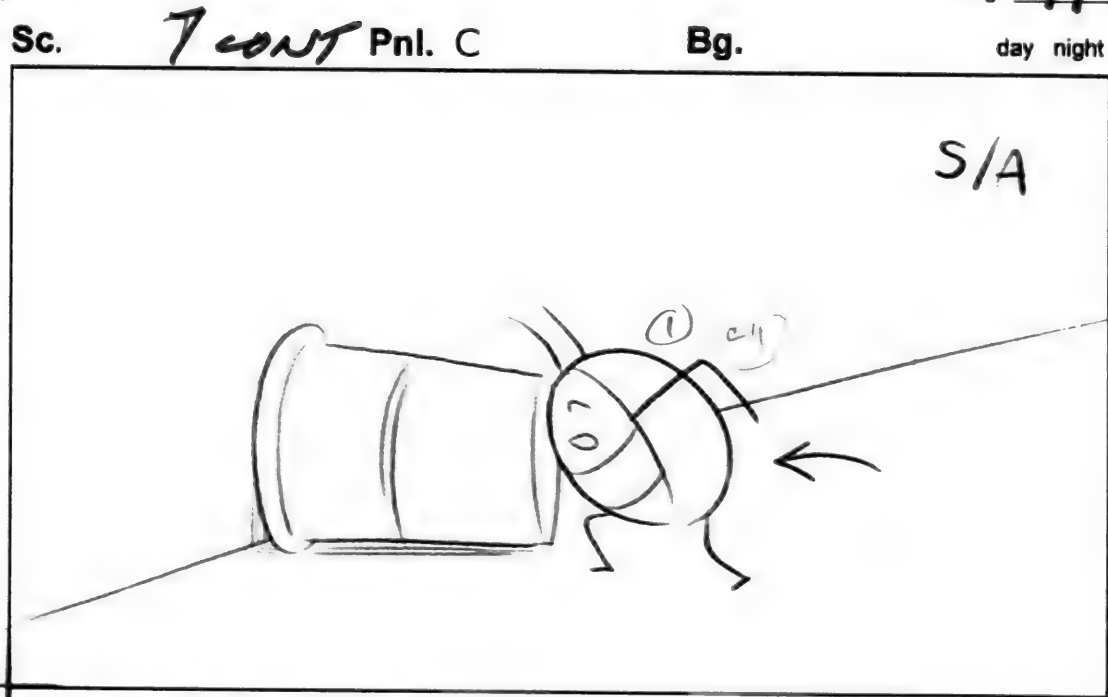
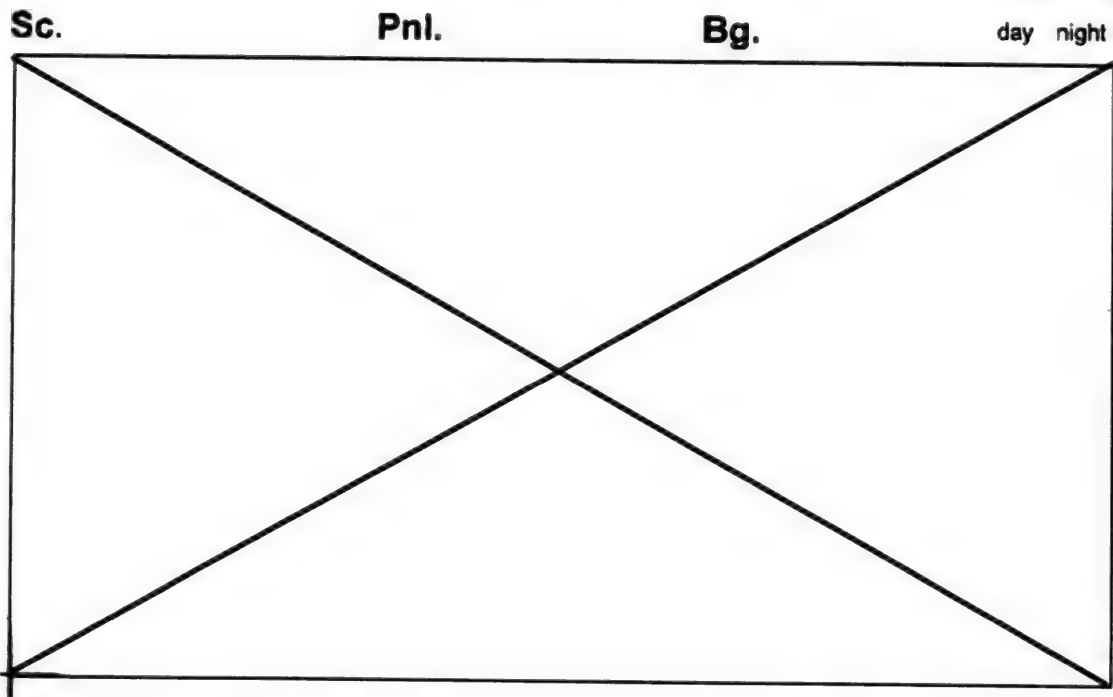
Production :

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ADVENTURE TIME



Page 11



Dialog:	
Action:	<p>- S. THROWS DOWN CUP</p> <p>- SIMON RUNS HEAD FIRST AT CUP.</p>
Timing:	

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Production :

ADVENTURE TIME



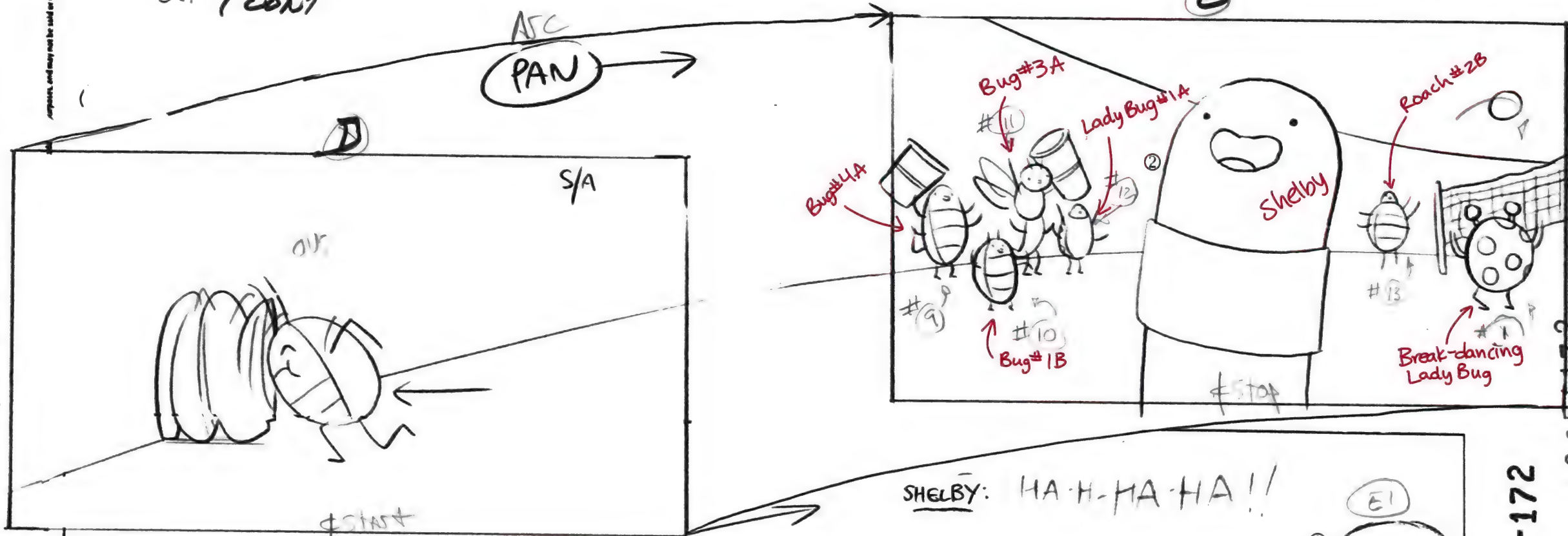
REVISED
02/26/14

Page 12

Sc. 7 CONT

E

1025/172



1025/172

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Action: _____

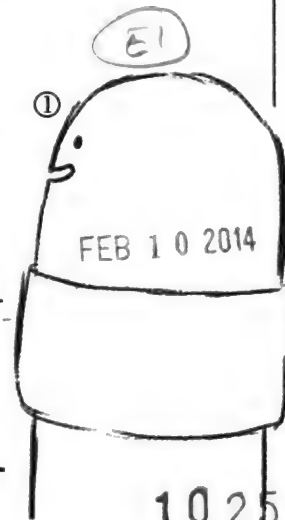
Timing: _____

SFX: *CRUNCH!*

- S. CRUSHES CUP
BY RUNNING AGAINST IT

SHELBY: HA-HA-HA!!

- PAN RIGHT TO SHELBY
- BUGS PARTY IN BG.



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1025/172

ADVENTURE TIME



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Page

13

Sc. 7 **CONT** Pnl. **F** Bg.

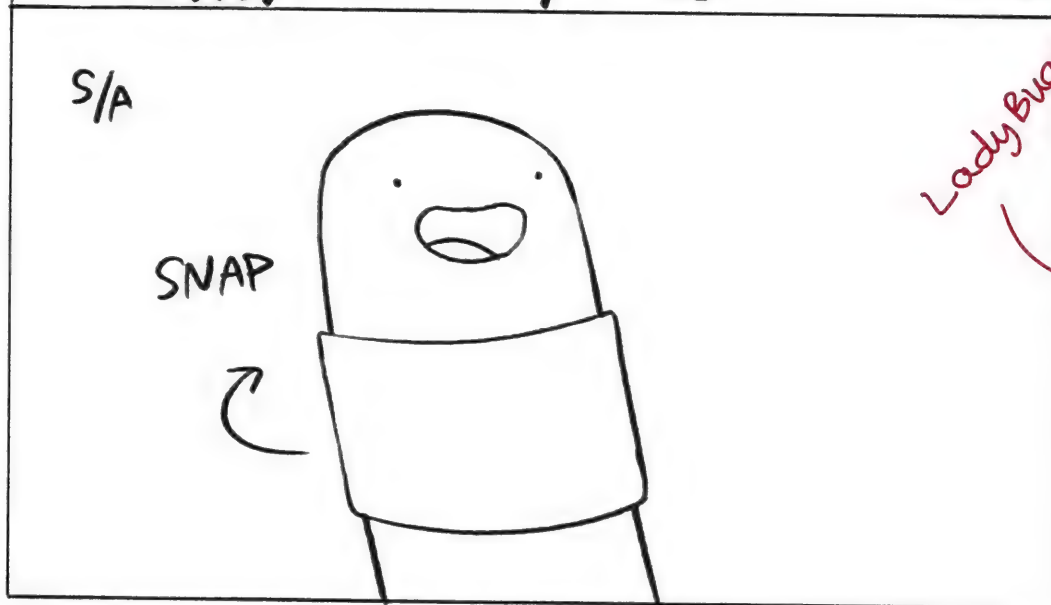
day night

Sc. 8

Pnl. **A**

Bg.

day night



Lady Bug #1B



Dialog:

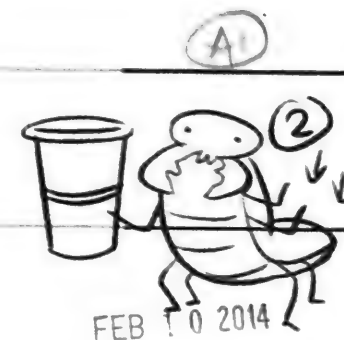
S HEY DANCING
BUG -

S C'MON MAN
SHAKE IT

Action:

- S TURNS QUICKLY.

Timing:



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1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Sc. 8 *CONT* Pnl. B

Bg.

day night

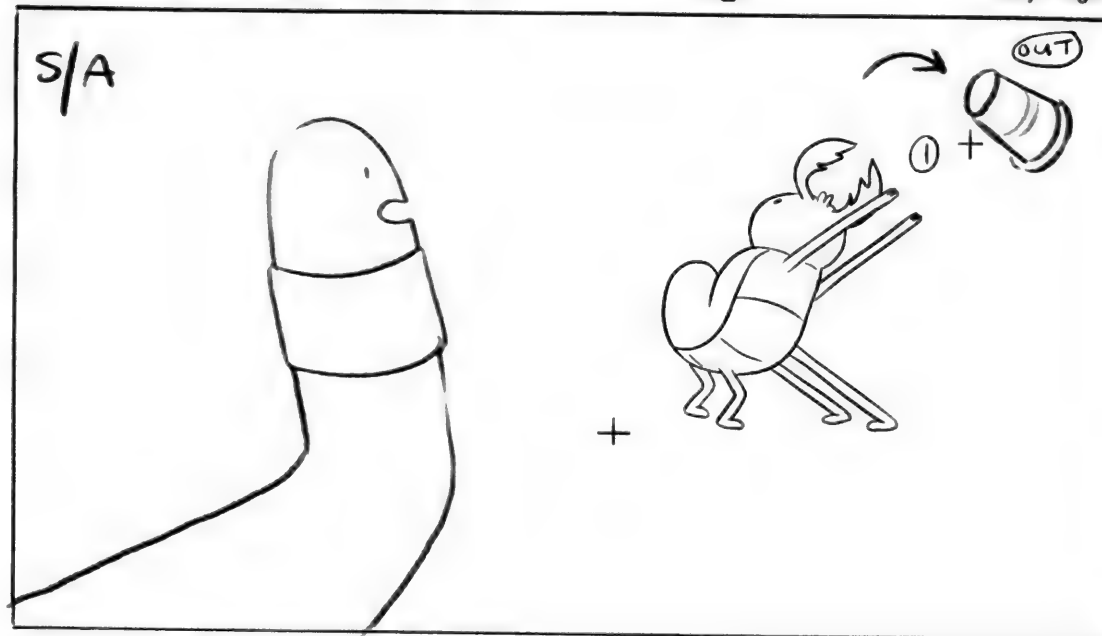
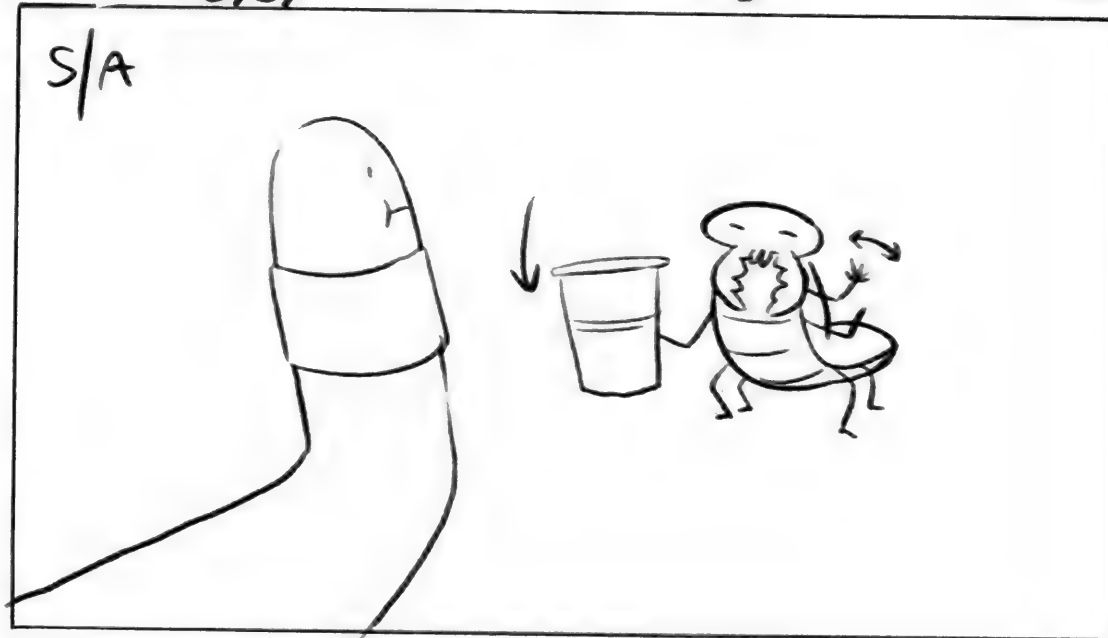
Sc. 8 *CONT* Pnl. C

Bg.

Page

day night

14
14A NEXT



Dialog:

DANCING BUG

HEH, NO NO

I REALLY COULDN'T

D.B.

(AS ONE WORD)

OKAY MAYBE I COULD!

Action:

- DANCING BUG WAVES
DISMISSIVELY.

- DANCING BUG STARTS

DANCING & THROWS CUP.

Timing:

* SEE PG. 14A FOR DANCE POSES

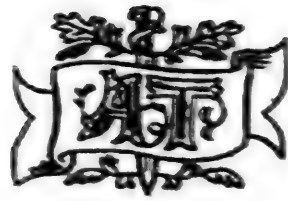
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Production :

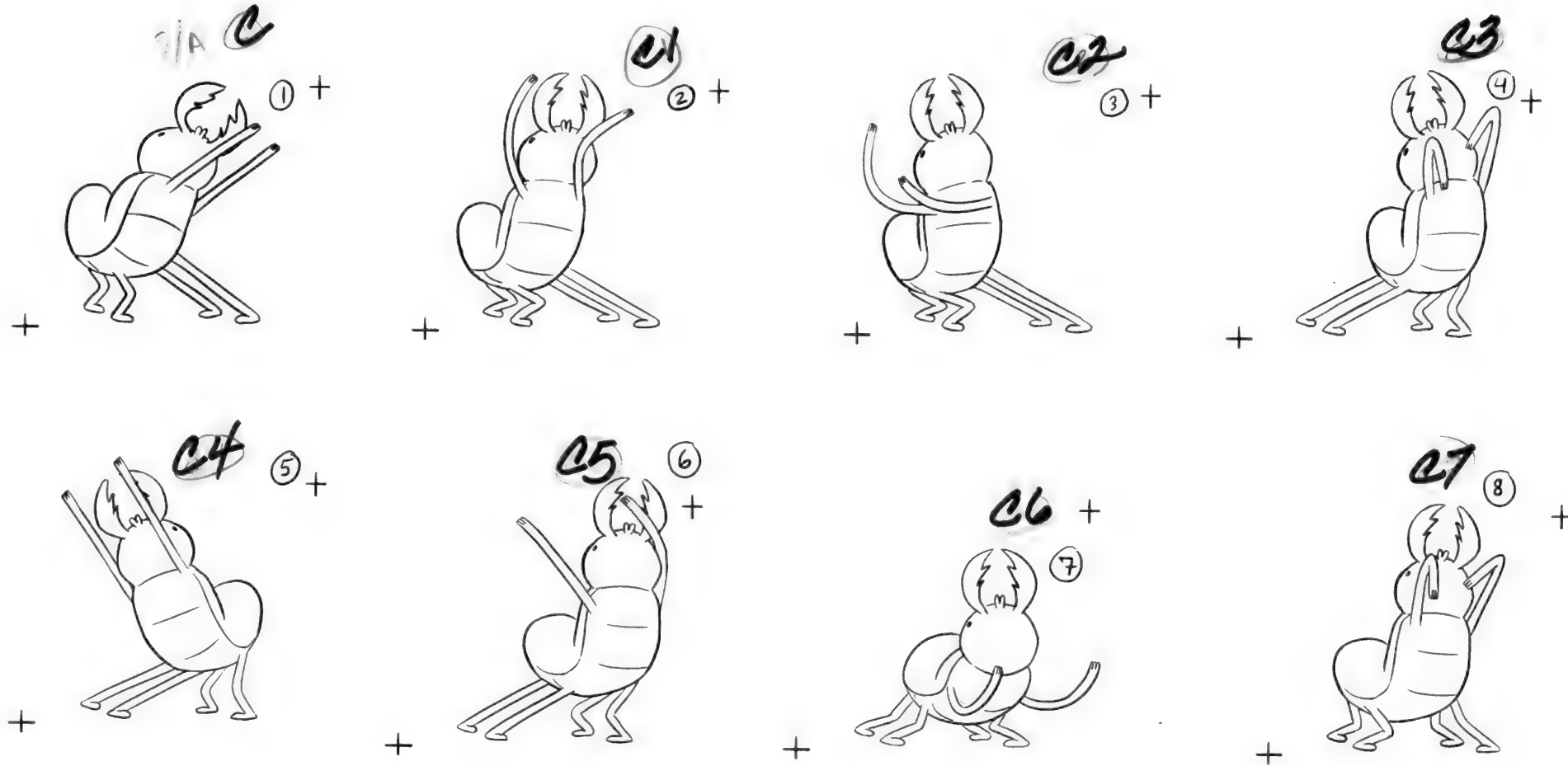
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ADVENTURE TIME



Dancing bug Dance

Page **14A**
15 NEXT



CYCLE ①, ②, ③, ④, ⑤, ⑥, ⑦, ⑧, etc.

- SEE ATTACHED .MOV FOR TIMING

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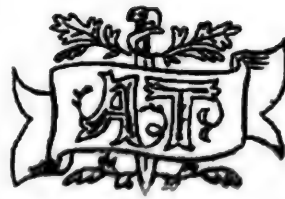
Production :

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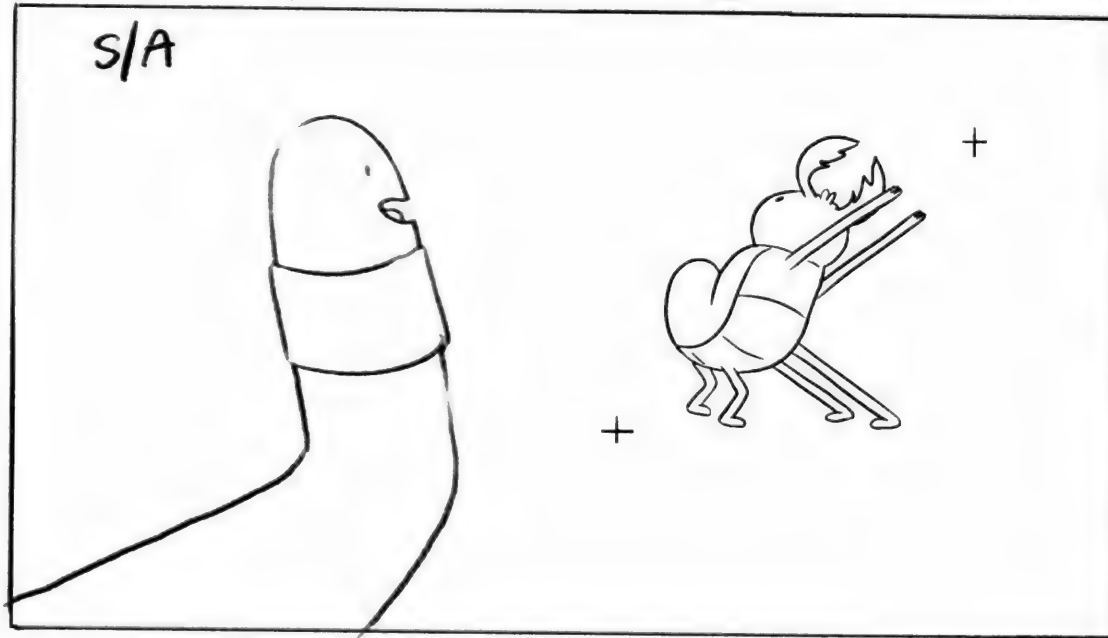
ADVENTURE TIME



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9

Sc. 8 CONT Pnl. D

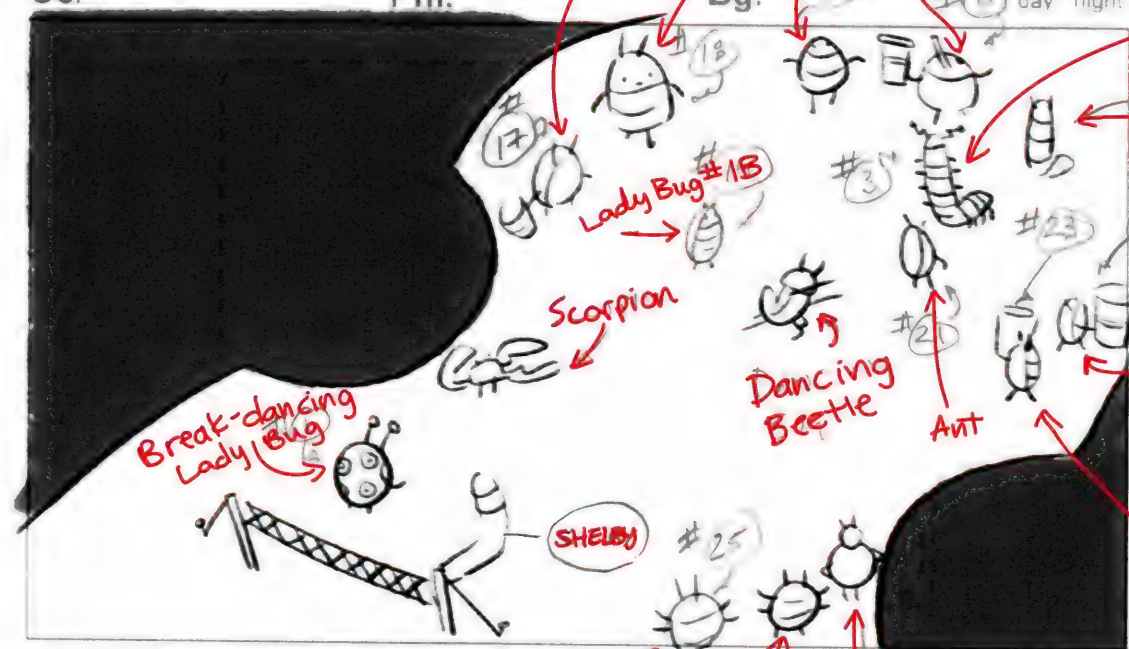


Sc. 9

Pnl. A

Bg. 20

Page 15



Dialog:

SHELBY: YEAH!

SFX: * DUBSTEP MUSIC FROM POWER ANIMAL *

Action:

- Scorpion Bug KEEPS DANCING.

BUGS (IMPRESSED WALLA)

- CROWD GATHERS.

Timing:

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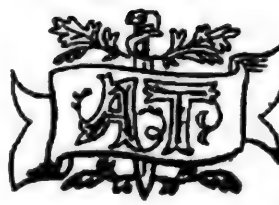
Production :

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1025/172

ADVENTURE TIME



Page 16
day night

Sc.	Pnl.	Bg.	day night

Sc.	Pnl.	Bg.	day night
9 CONT	B		

Dialog:	<p>BUGS - (IMPRESSED WALLA)</p> <p>- CROWD GATHERS.</p> <p>FEB 10 2014</p>
Action:	
Timing:	

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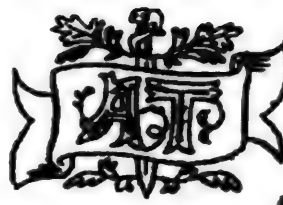
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Production :

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1025/172

ADVENTURE TIME



Sc. 10

Pnl. A

Bg.

day night

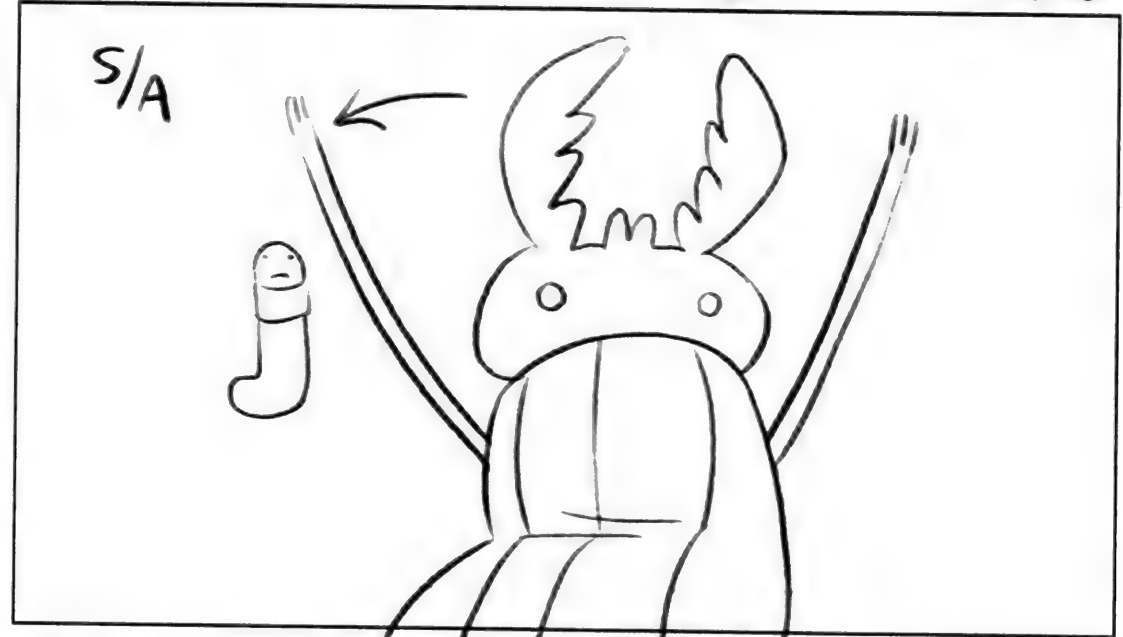


Sc. 10 cont

Pnl. B

Bg.

day night



Dialog:

Scorp/ Whoa dang DB.

Dancing, bug

SCORP: YOU'RE THE BEST BUG
AT THIS PARTY!

Action:

-DANCING BUG DANCES IN FOREGROUND.

Timing:



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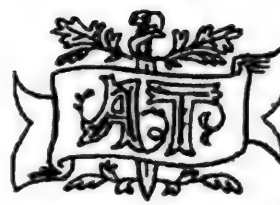
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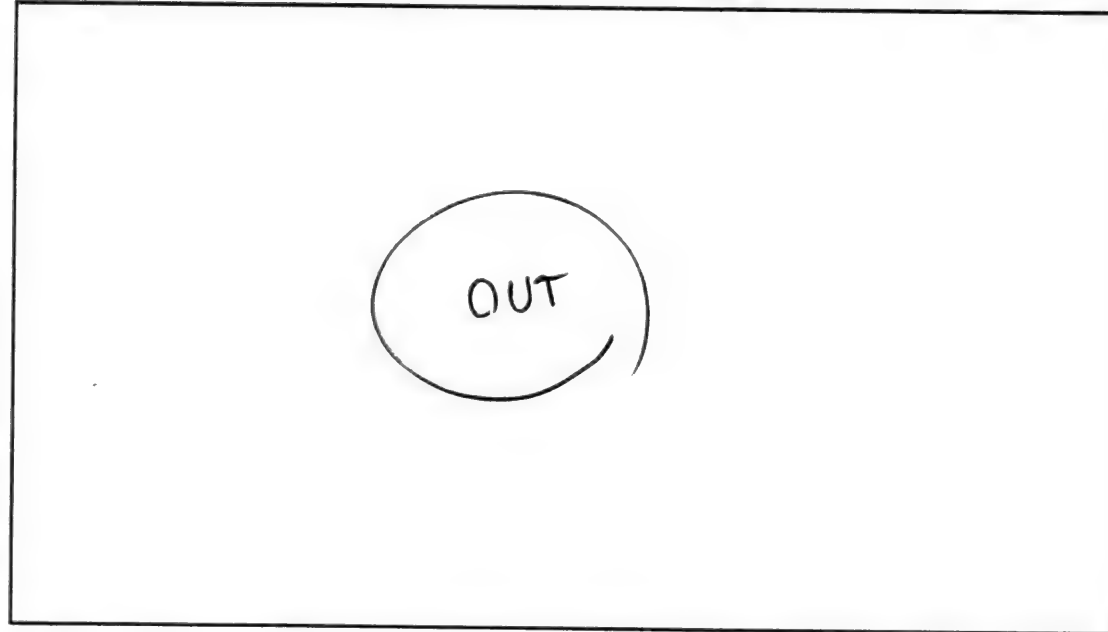
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ADVENTURE TIME



Page **18**

Sc. Pnl. Bg. day night



Sc. **10 CONT** Pnl. **e** Bg. day night



Dialog:

S: WHA -

Action:

Timing:

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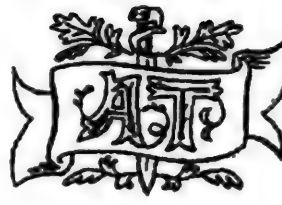
Production :

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ADVENTURE TIME



Hi Cut

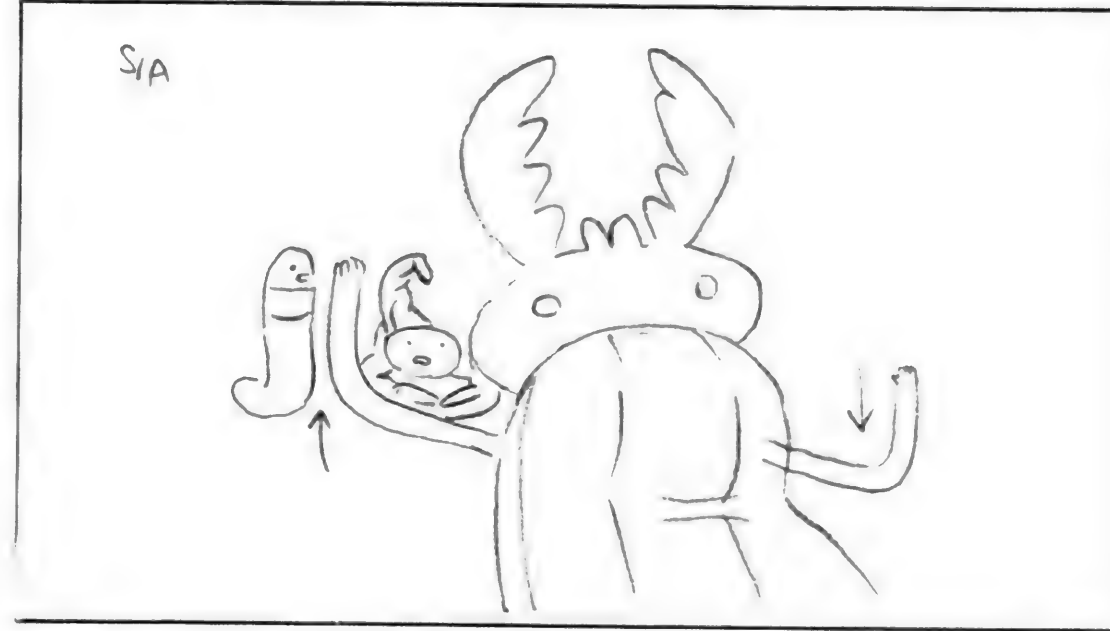
#28

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Sc. 10 CONT Pnl. D

Bg.

day night

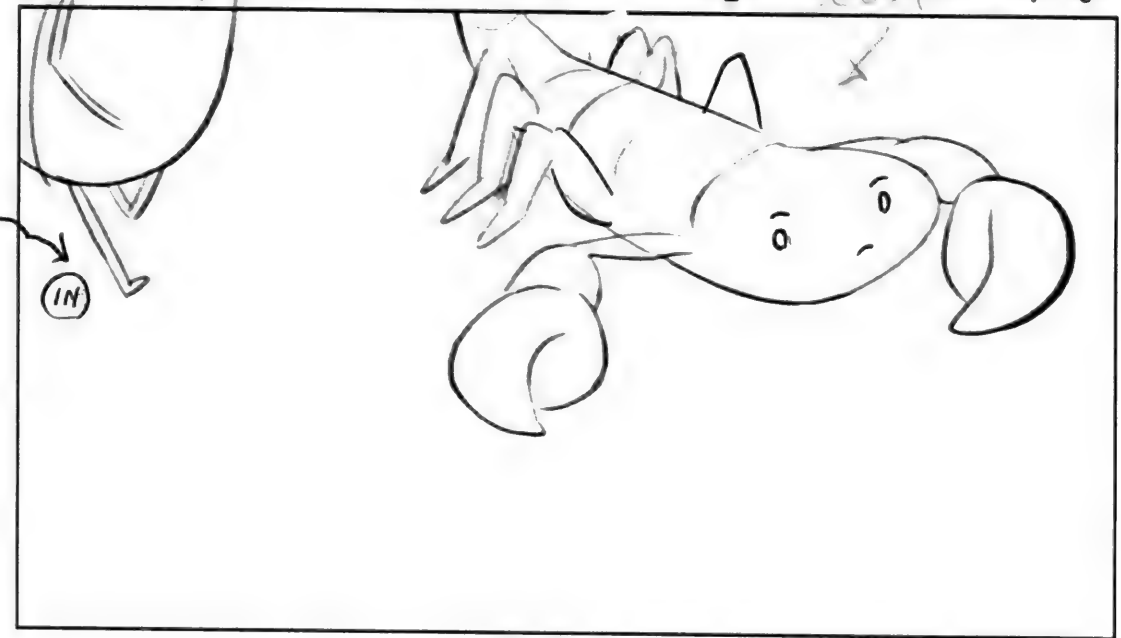


Sc. 11

Pnl. A

Bg.

Scorpio day night



Dialog:

S: (QUICK) HEY, I'VE
— GOT MOVES TOO GUYS.

Action:

- BUG WALKS ON/S.

Timing:

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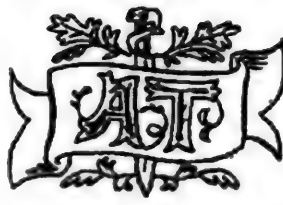
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Production :

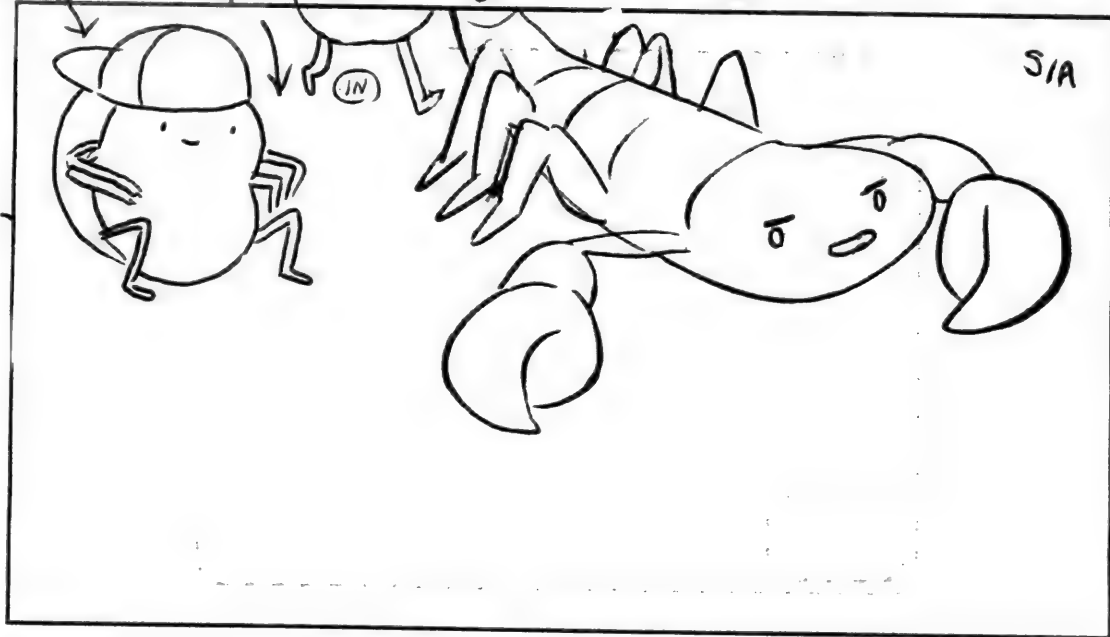
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1025/172

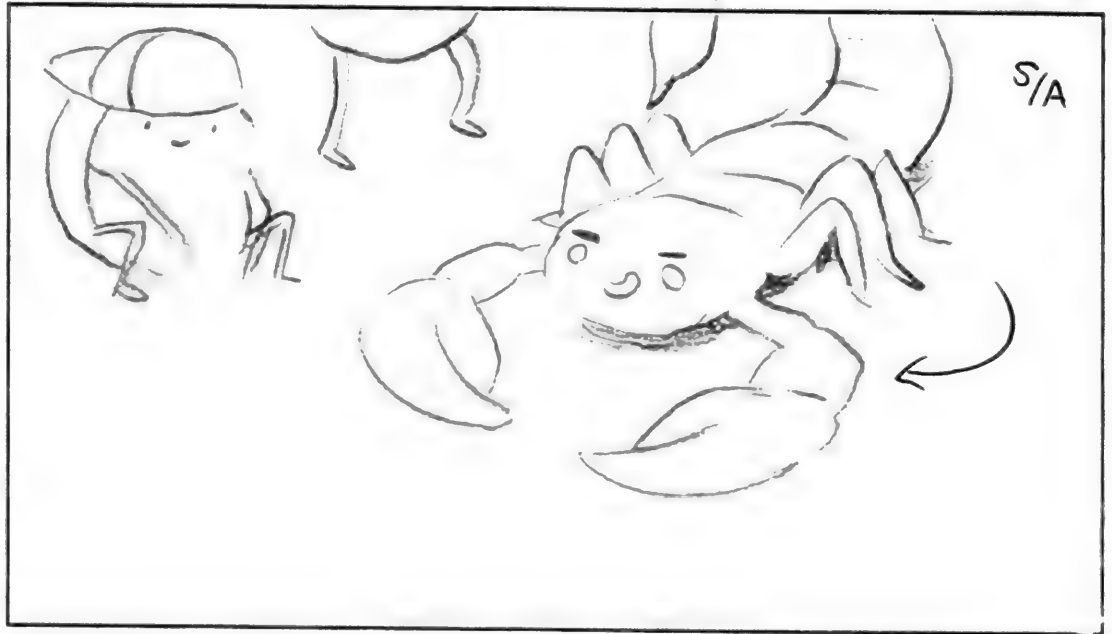
ADVENTURE TIME



Sc. 11 CONT #30 Pnl. B Bg. day night



Sc. 11 CONT Pnl. C Bg. day night



Dialog:

SCORP: YEAH RIGHT, SHELBY

SCORP: WHAT ARE YOU GONNA DO -

"THE WORM"

Action:

- 2ND BUG WALKS ON/5.
- BUG SQUATS NEXT TO SCORP

- SCORP TURNS TOWARDS

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Timing:

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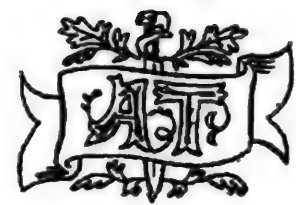
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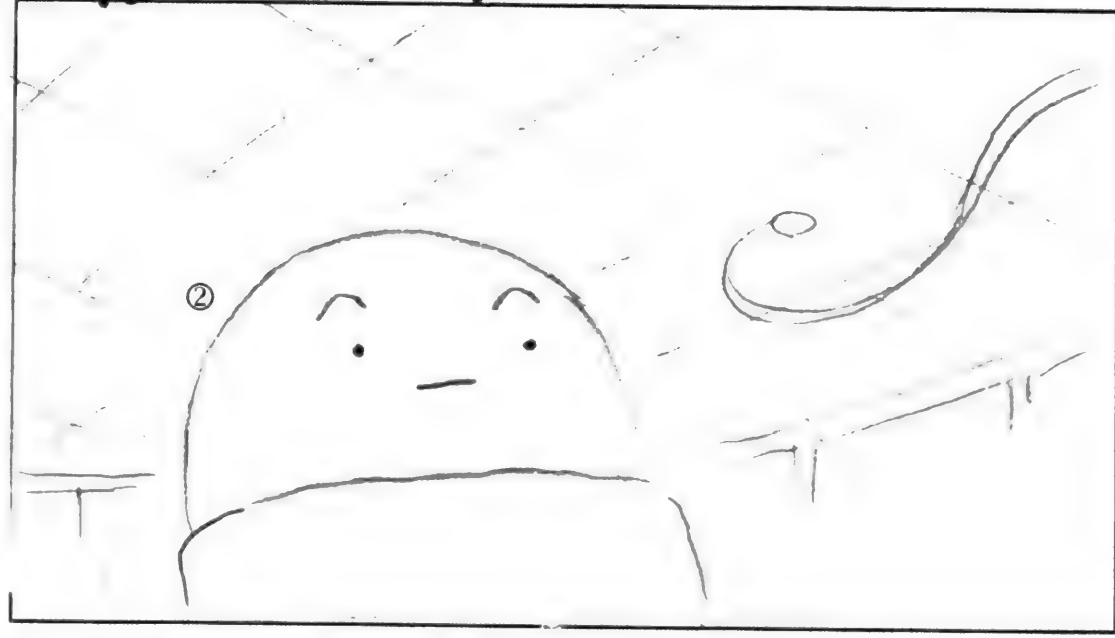
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ADVENTURE TIME

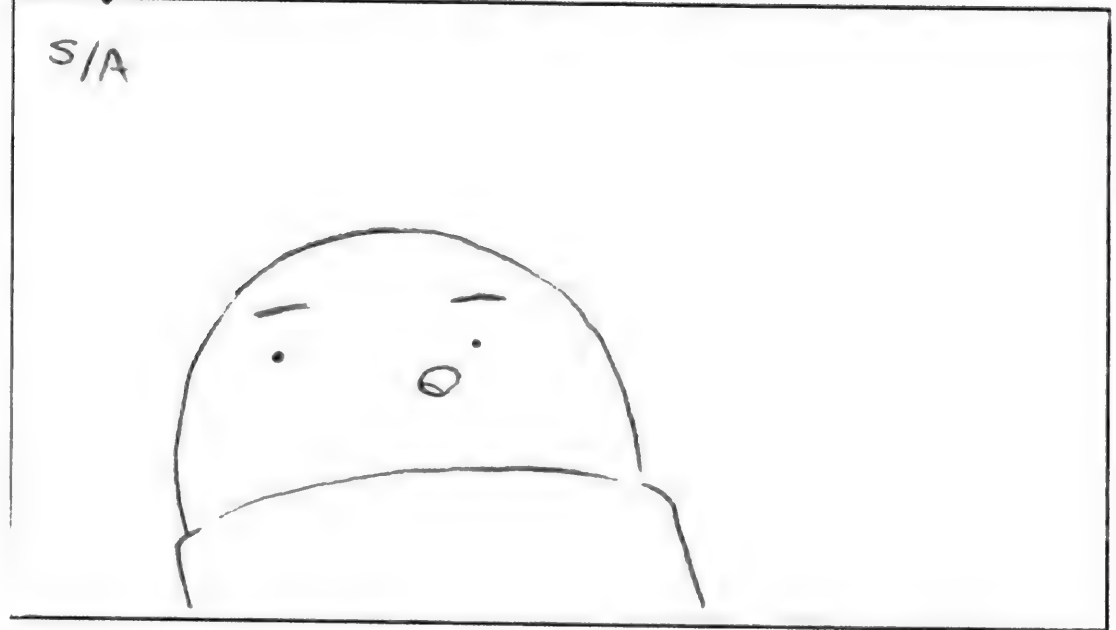


Page **21**

Sc. **12** Pnl. **A** Bg. day night



Sc. **12 cont** Pnl. **B** Bg. day night



Dialog: ... S: NOOO....

Action: (A) ① - SHELBY LOOKS OFF TO THE SIDE

Timing: FEB 10 2014



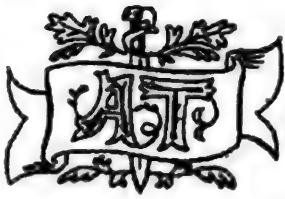
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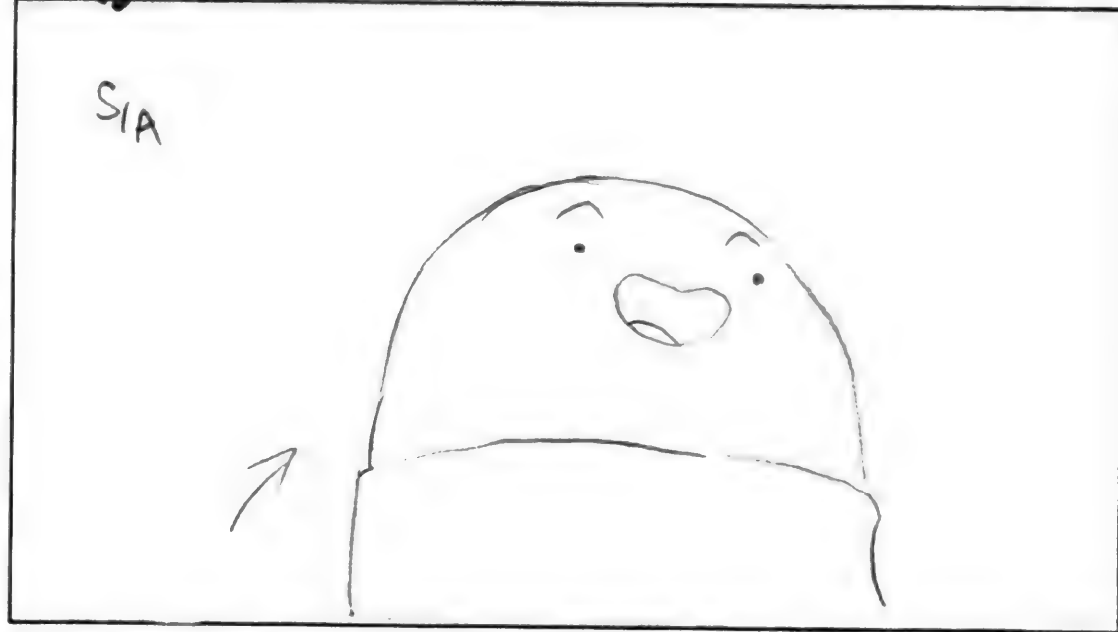
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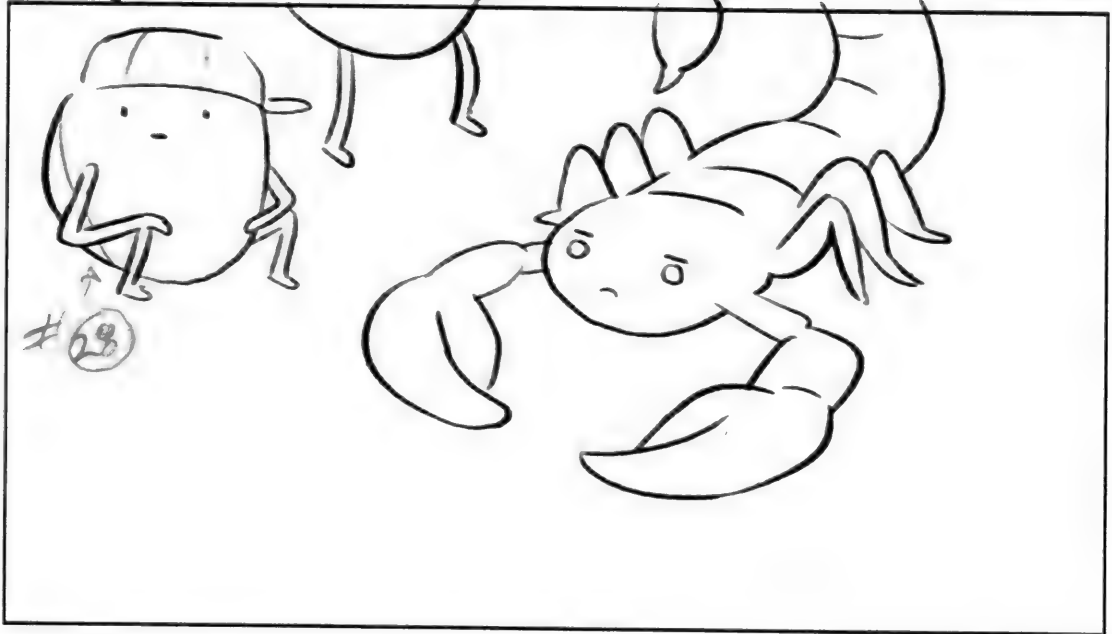
ADVENTURE TIME



Sc. **12 cont** Pnl. **C** Bg. day night



Sc. **13** Pnl. **A** Bg. day night



Dialog:

S : UHM - GONNA DO PARKOUR !

SCORP : MM.

Action:

Timing:

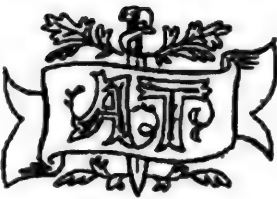
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Production :

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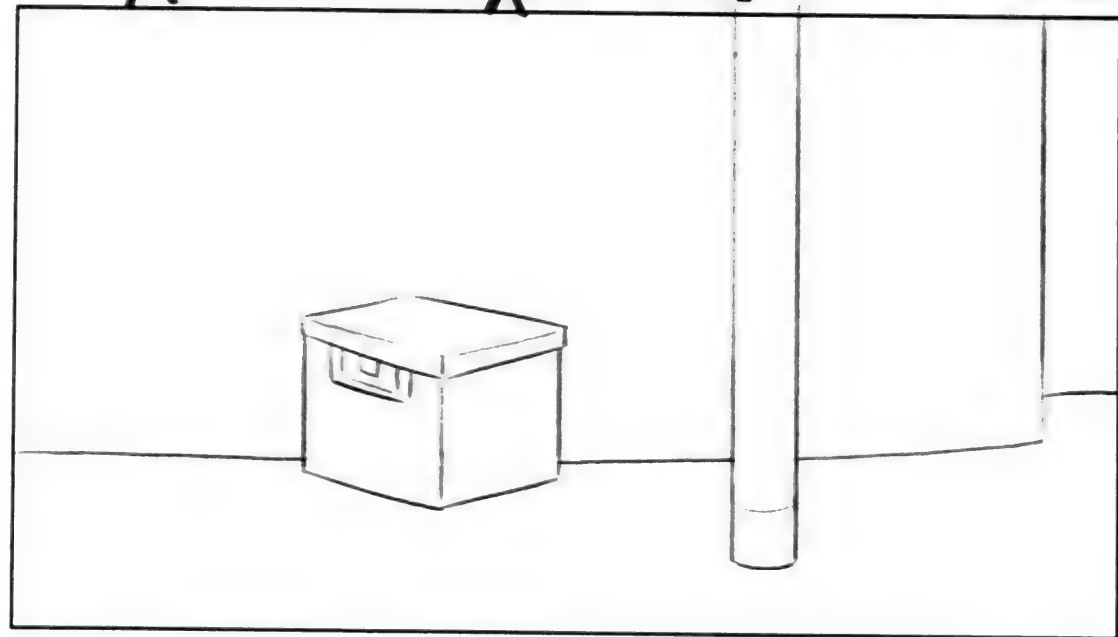
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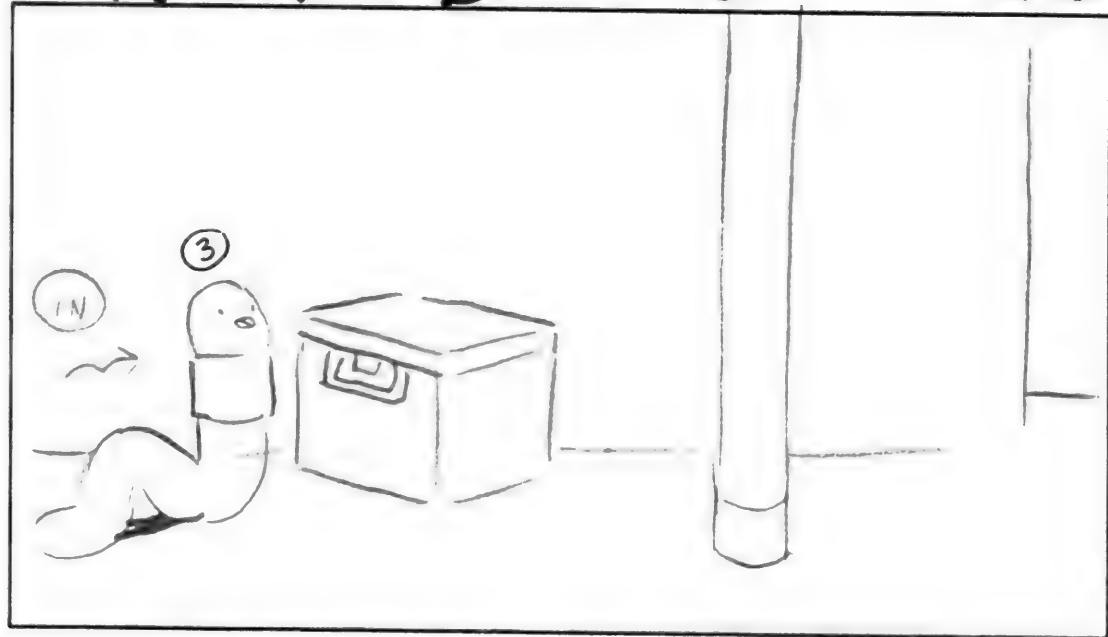
ADVENTURE TIME

Page **23**

Sc. **14** Pnl. **A** Bg. day night



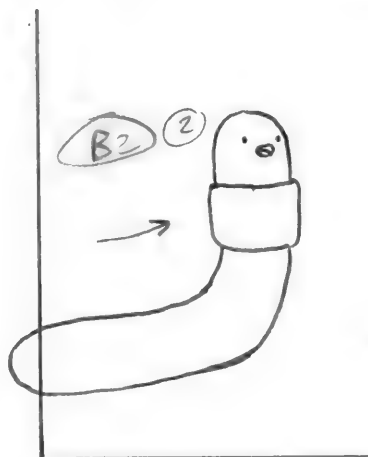
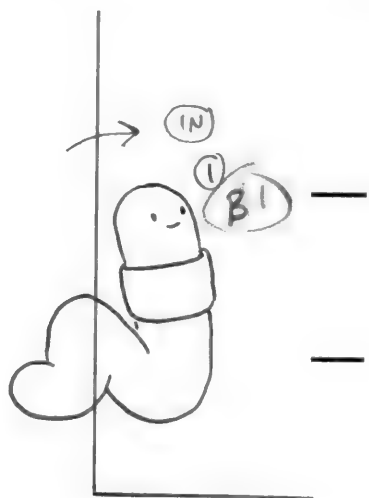
Sc. **14 CONT** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



S: HEM HEM

- SHELBY WORMS
ON / S

10 10 2014

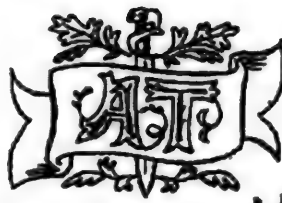
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1025/172

Production :

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ADVENTURE TIME

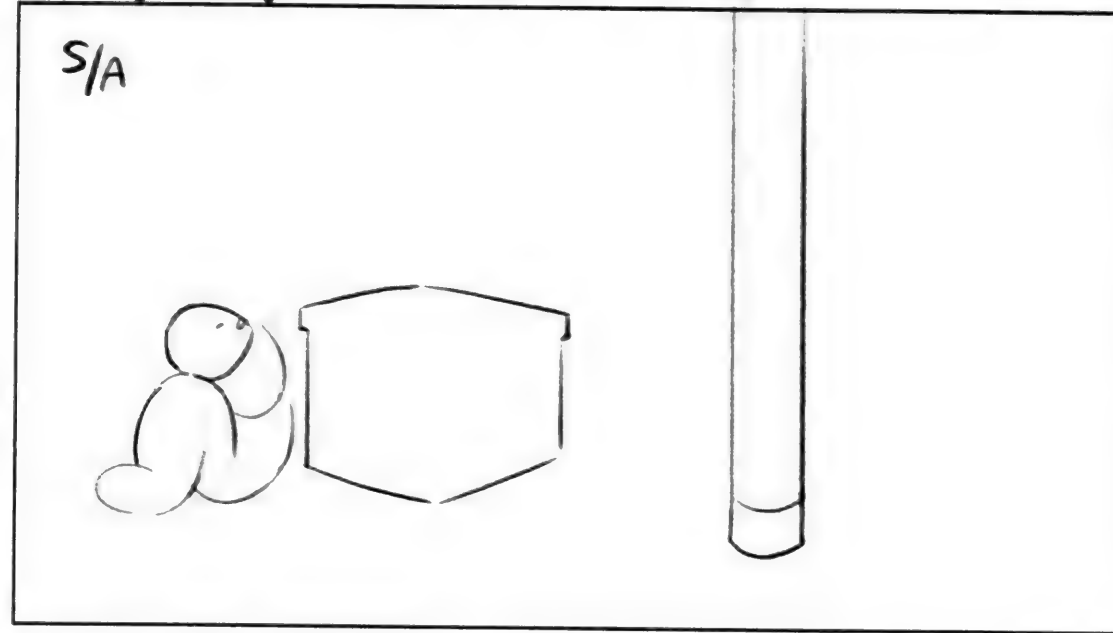


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Sc. 14 CONT Pnl. C

Bg.

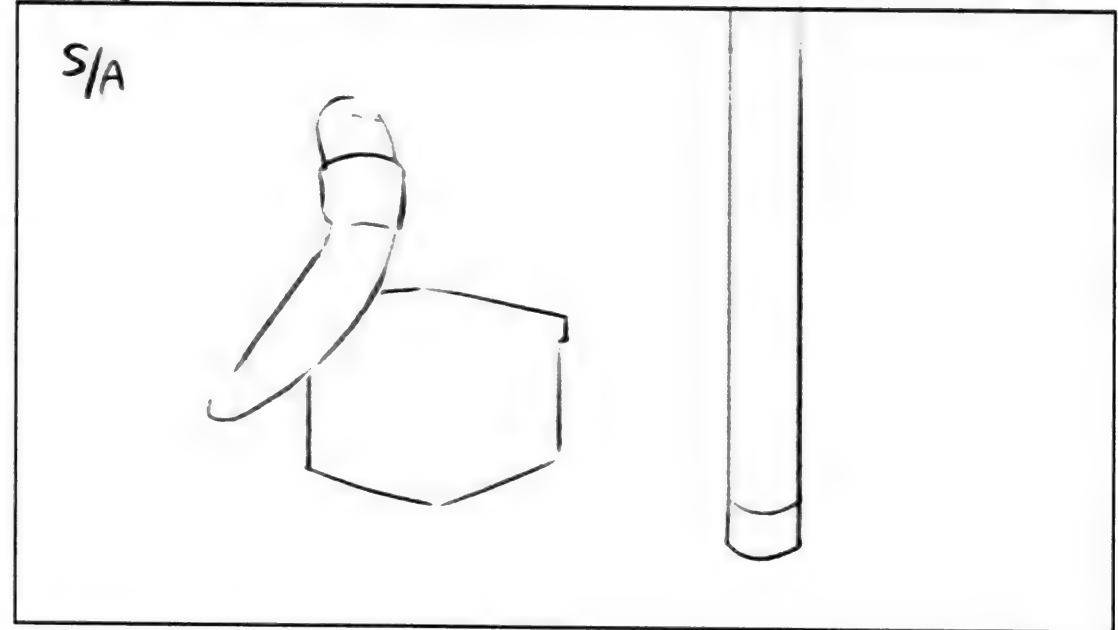
day night



Sc. 14 CONT Pnl. D

Bg.

day night



Dialog:

S : [GRUNT]

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

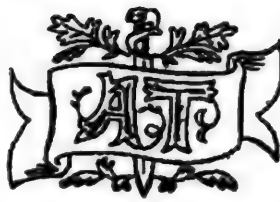
1025/172

Production :

1025/172

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ADVENTURE TIME

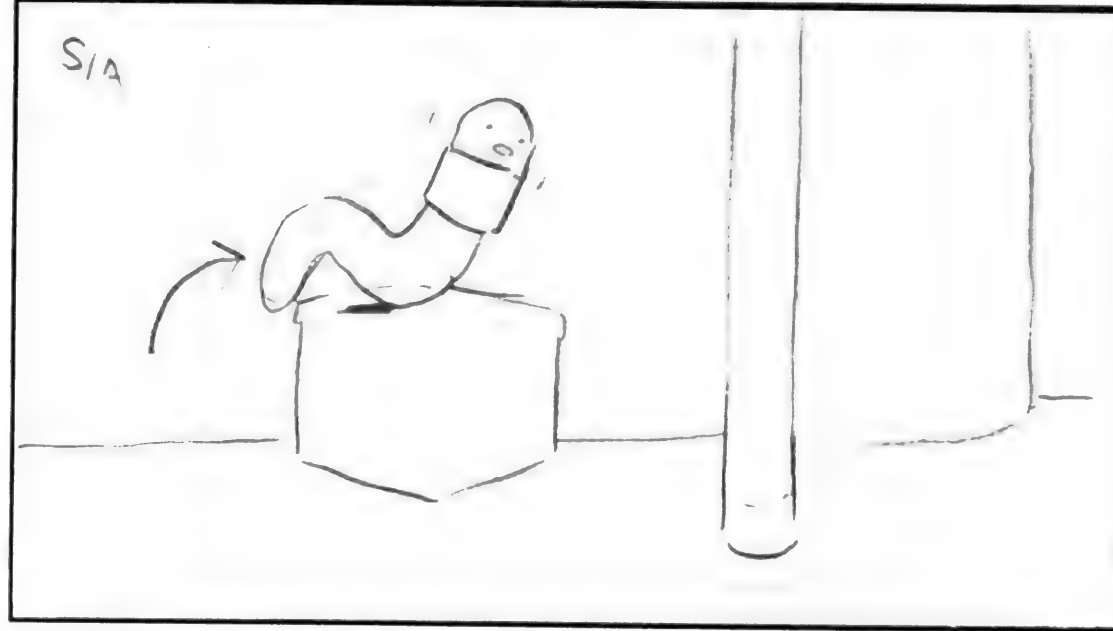


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Sc. 14 CONT Pnl. E

Bg.

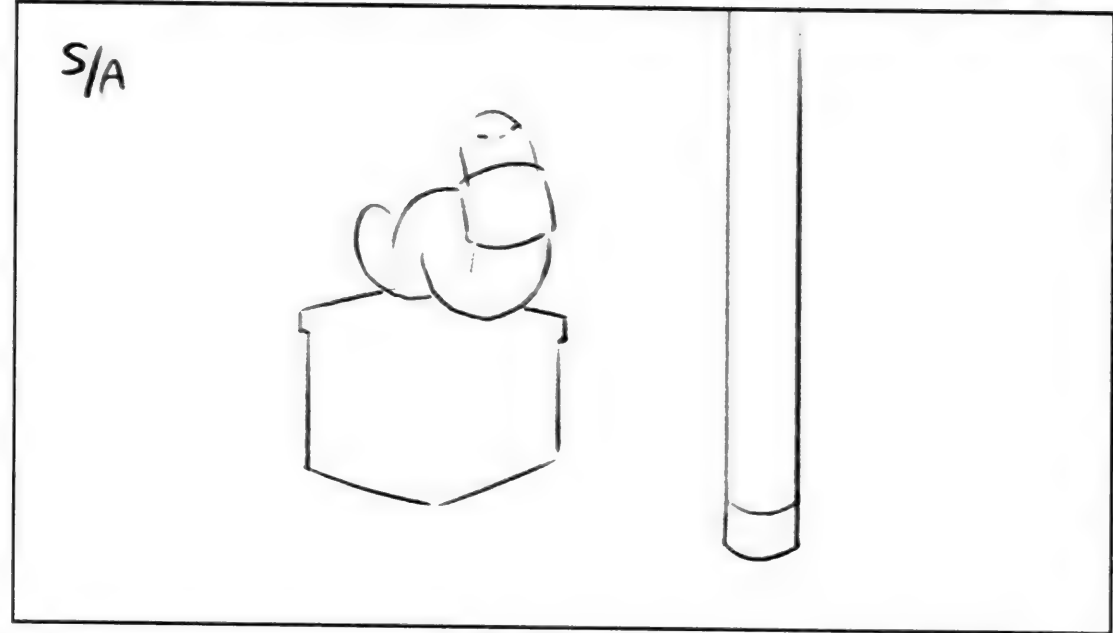
day night



Sc. 14 CONT Pnl. F

Bg.

day night



Dialog:

S: EH...

S: [STRAIN]

Action:

S. BALANCES ON
COOLER

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

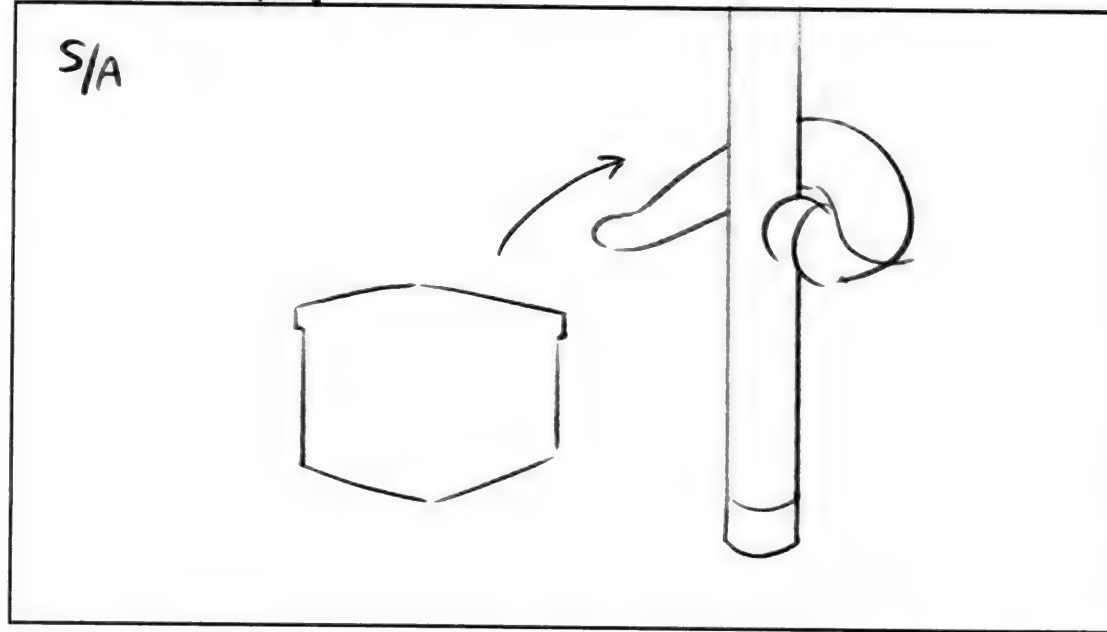


Page **26**

Sc. 14 **CONT** Pnl. G

Bg.

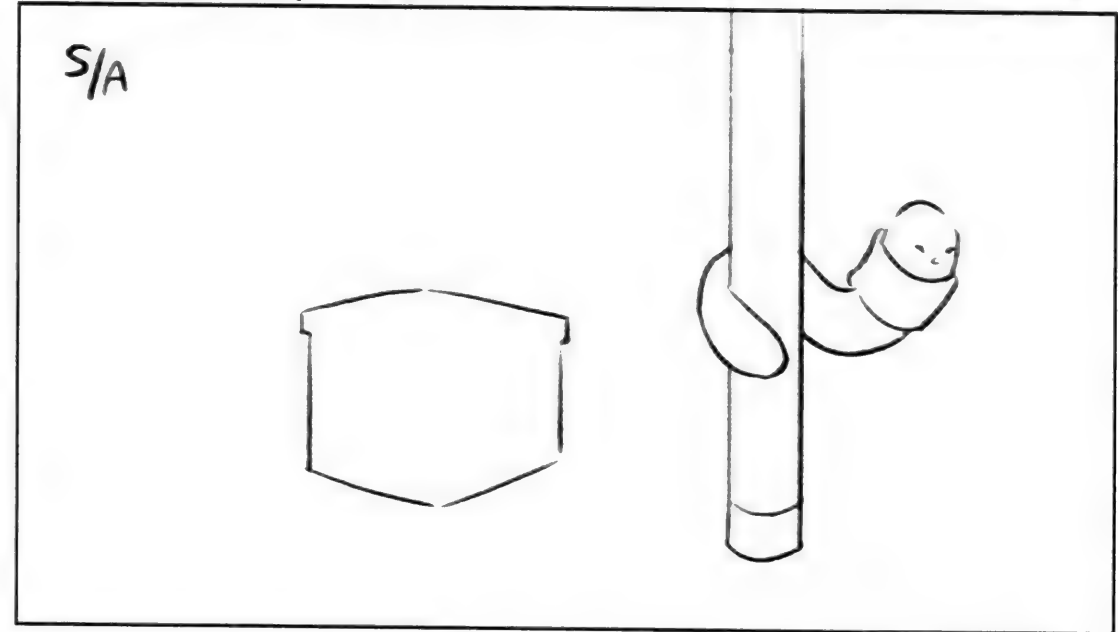
day night



Sc. 14 **CONT** Pnl. H

Bg.

day night



Dialog:

S: HUP!

Action:

- S. SPRINGS TOWARDS POST

Timing:

FEB 10 2014

EPISODE # 1025-172

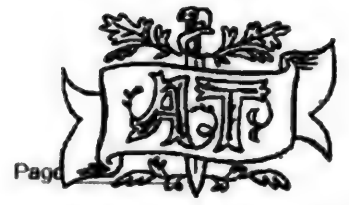
1025/172

Production :

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ADVENTURE TIME



Page

Page **27**

Sc. 14 CONT Pnl. I

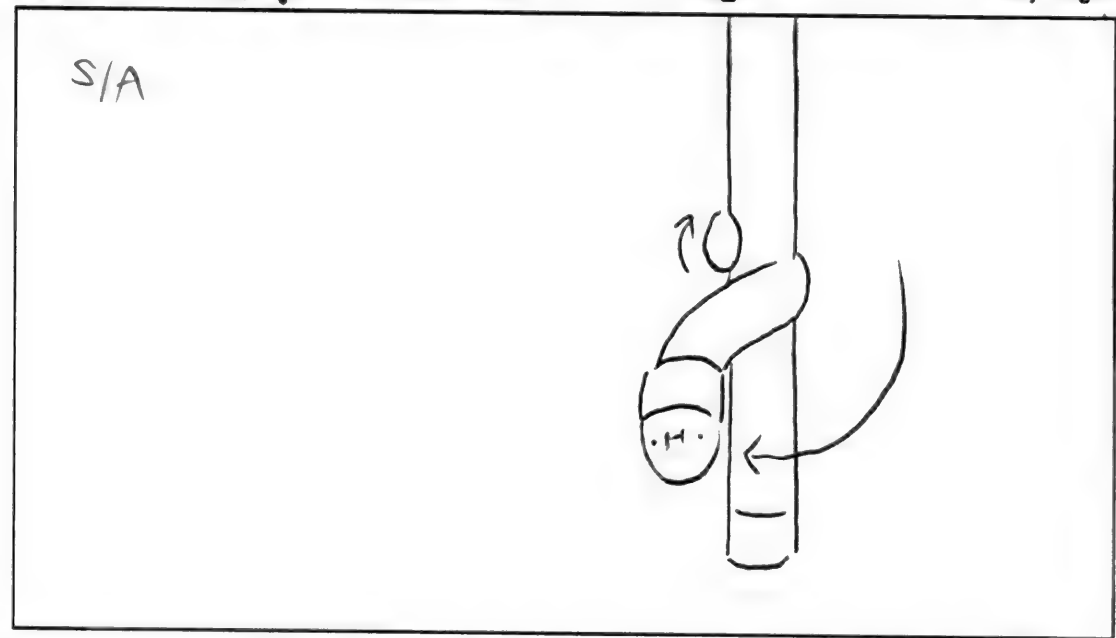
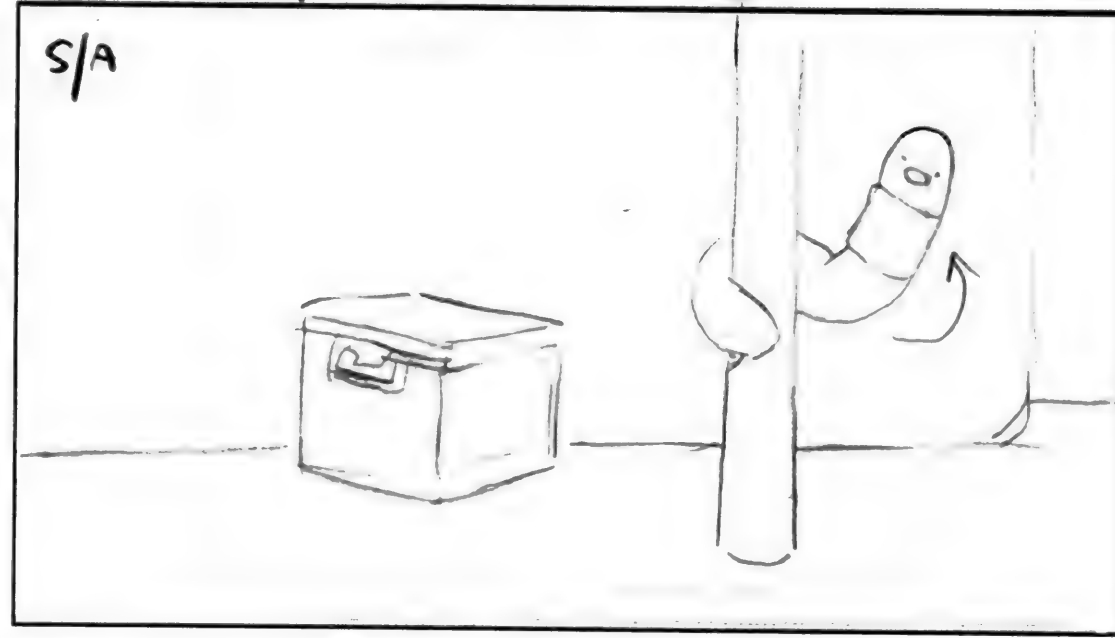
Bg.

day night

Sc. 14 CONT Pnl. J

Bg.

day night



Dialog:

S. PARKOUR !

Action:

- S. WRAPS AROUND
SOUND POST.

- S. SWINGS DOWN

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

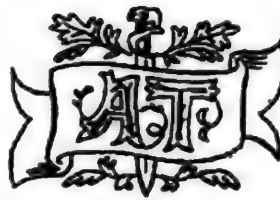
Production :

1025/172

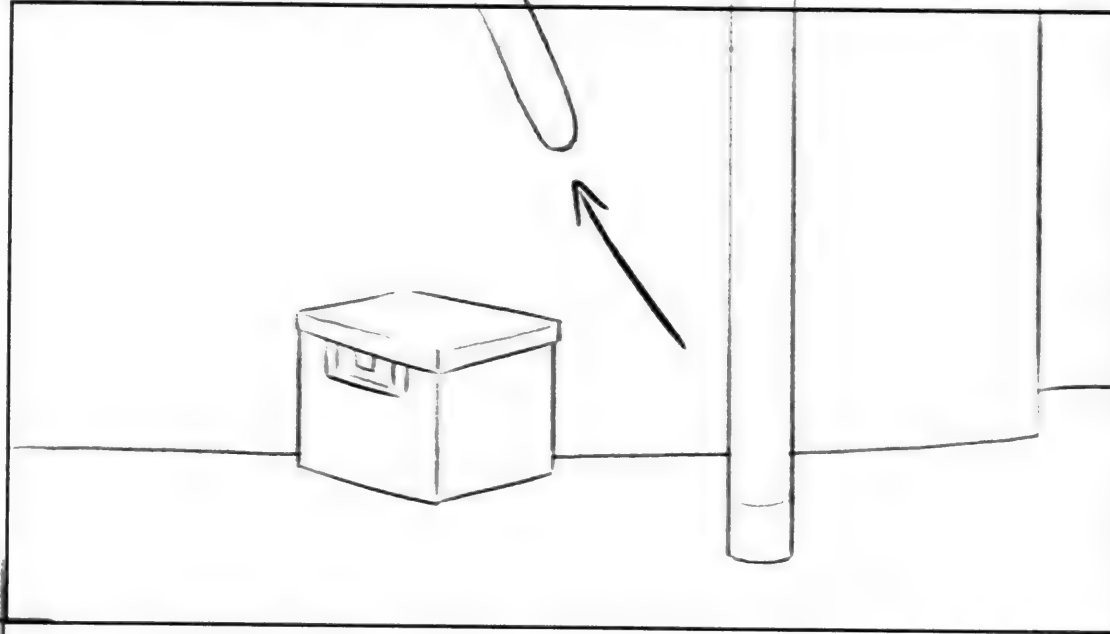
1025/172

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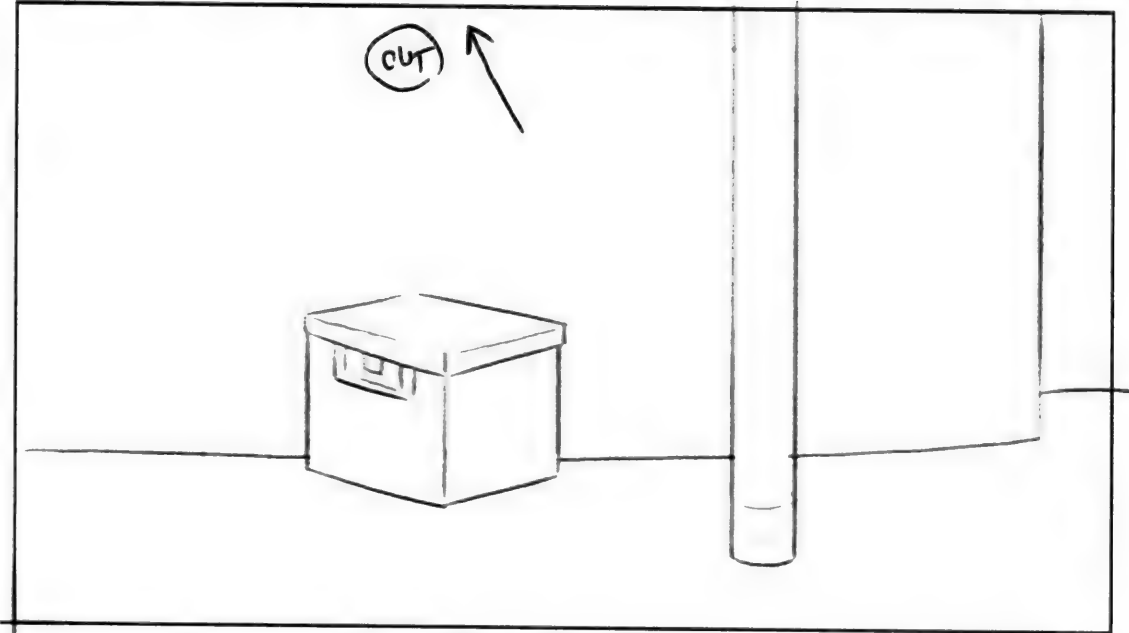
ADVENTURE TIME



Sc. 14 *cont* Pnl. K Bg. day night



Sc. 14 *cont* Pnl. L Bg. day night



Dialog:

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

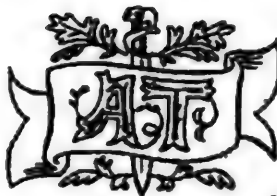
Page *28*
day night

Cut

1025/172

1025/172

1025/172



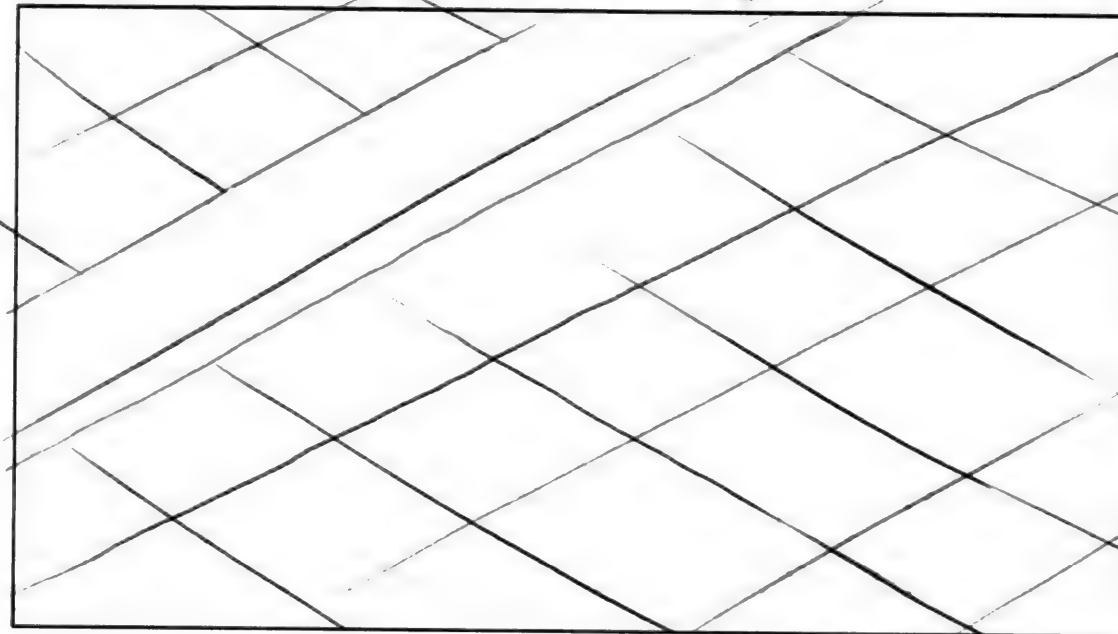
ADVENTURE TIME

Sc. **15**

Pnl. **A**

Bg.

day night

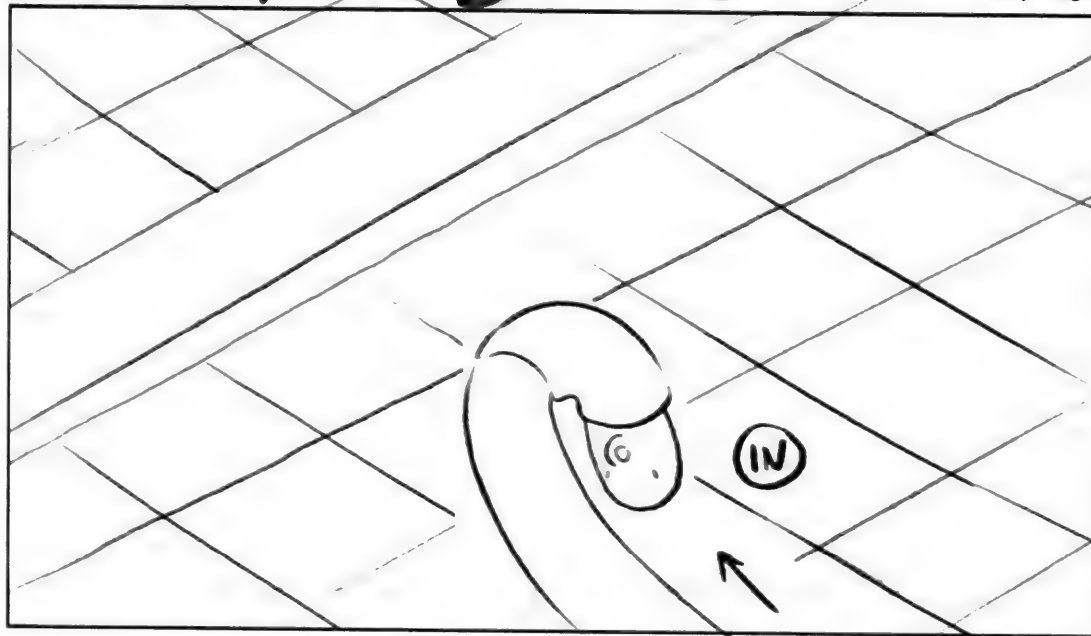


Sc. **15 CONT**

Pnl. **B**

Bg.

day night



Page **29**

Dialog:

S: WOOP!

Action:

- S. FLIES CN/S TOWARDS CEILING.

FEB 10 2014

Timing:

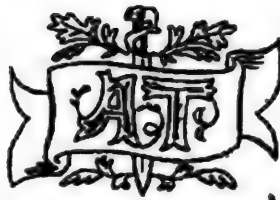
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



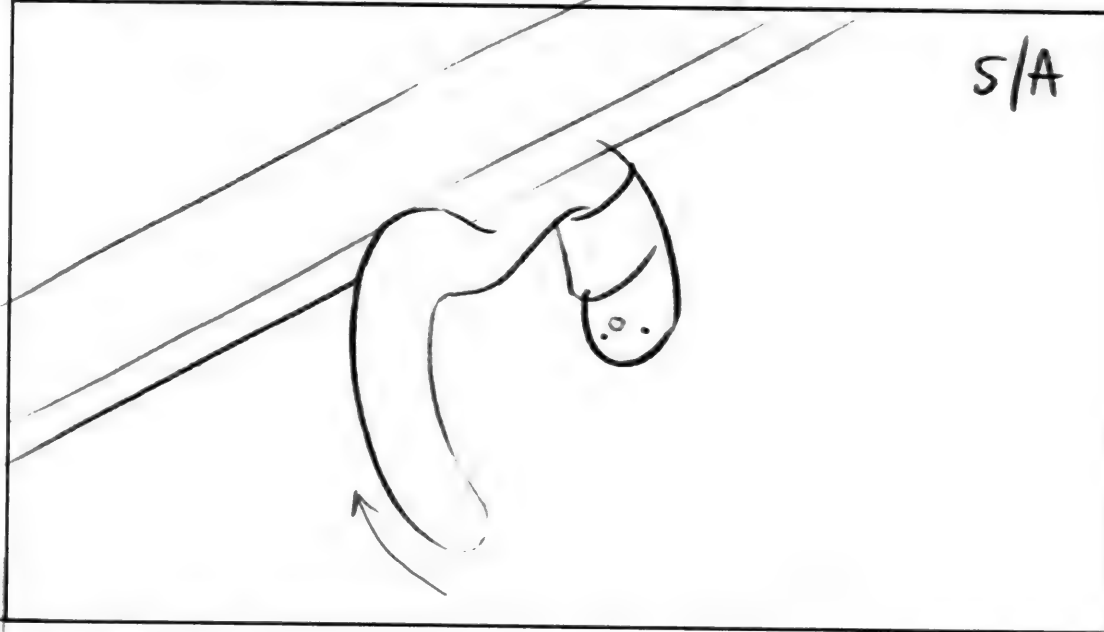
Sc. 15 CONT

Pnl. C

Bg.

day night

S/A



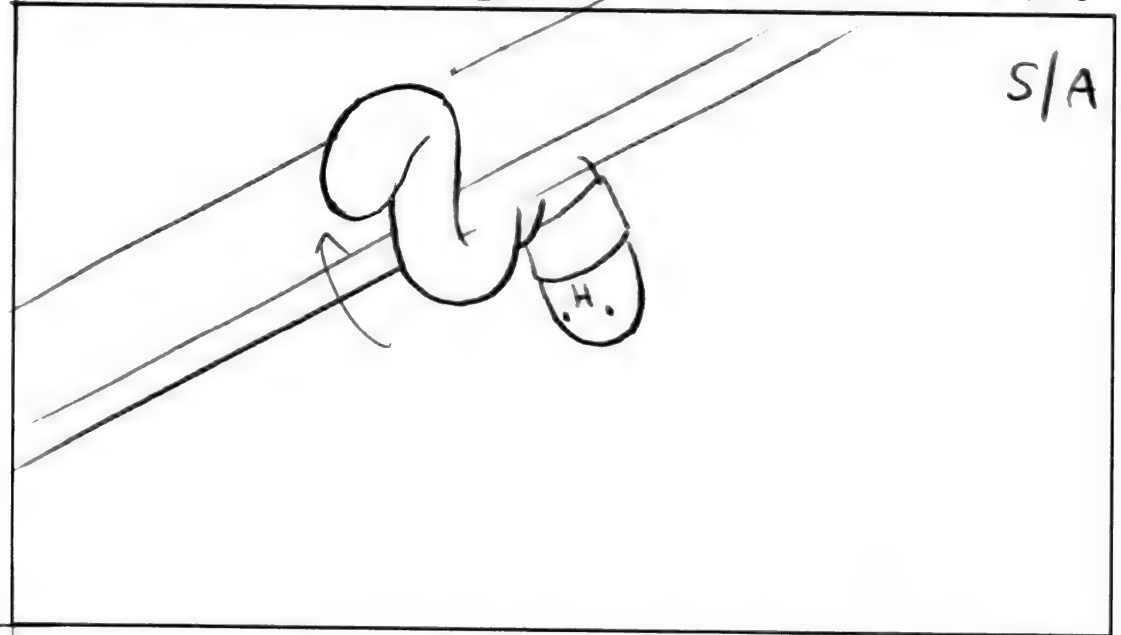
Sc. 15 CONT

Pnl. D

Bg.

day night

S/A



Dialog:

Action:

Timing:

FEB 10 2014

Page 30

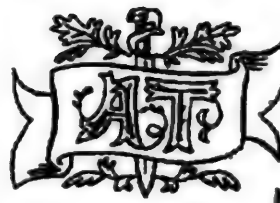
EPISODE # 1025-172

1025/172

Production :

1025/172

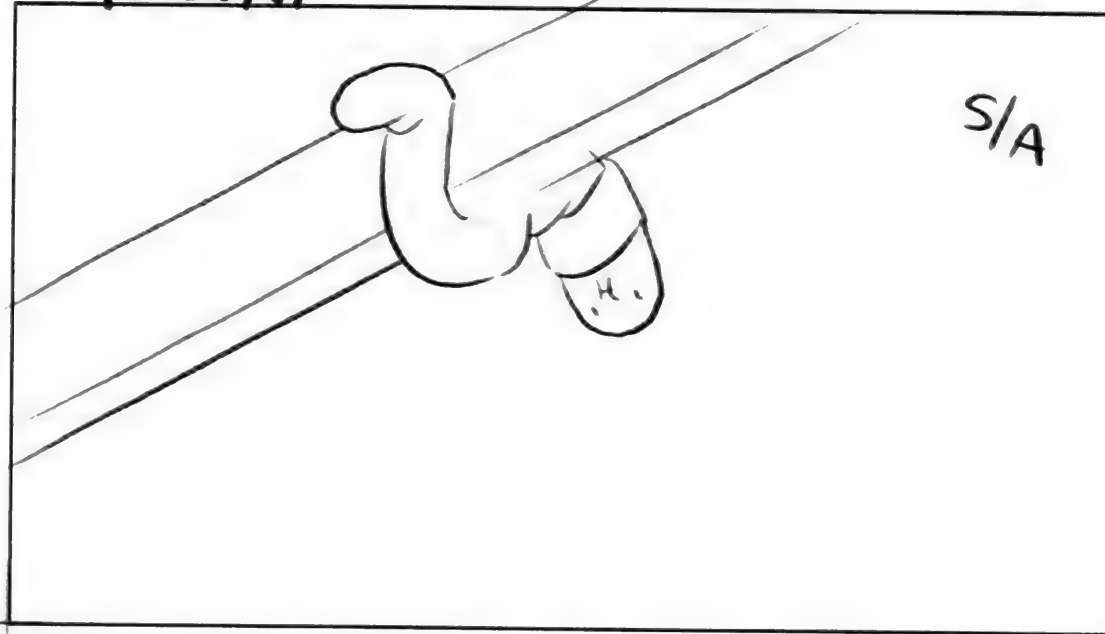
ADVENTURE TIME



Sc. **15 CONT** Pnl. **E**

Bg.

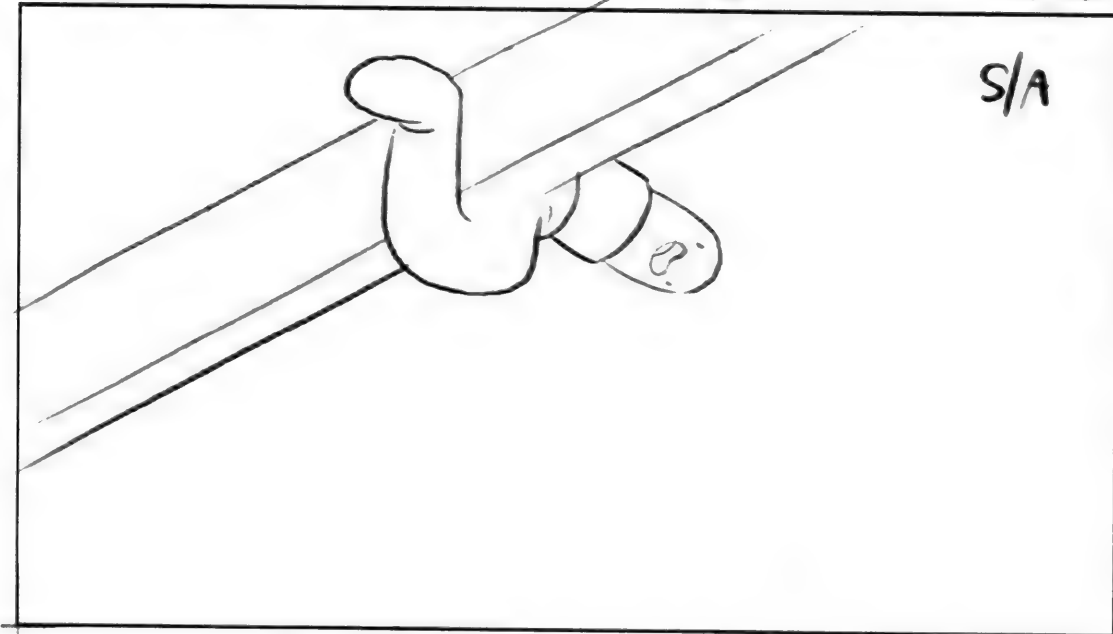
day night



Sc. **15 CONT** Pnl. **F**

Bg.

Page **31**
NO PG 32
day night



Dialog:

SFX: THOOMP!

S: I AM DOING
PARKOUR.

Action:

- SHELBY CLAMPS
ONTO BASS BAR,

Timing:

FEB 10 2014

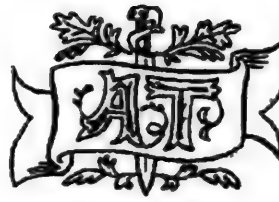
Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



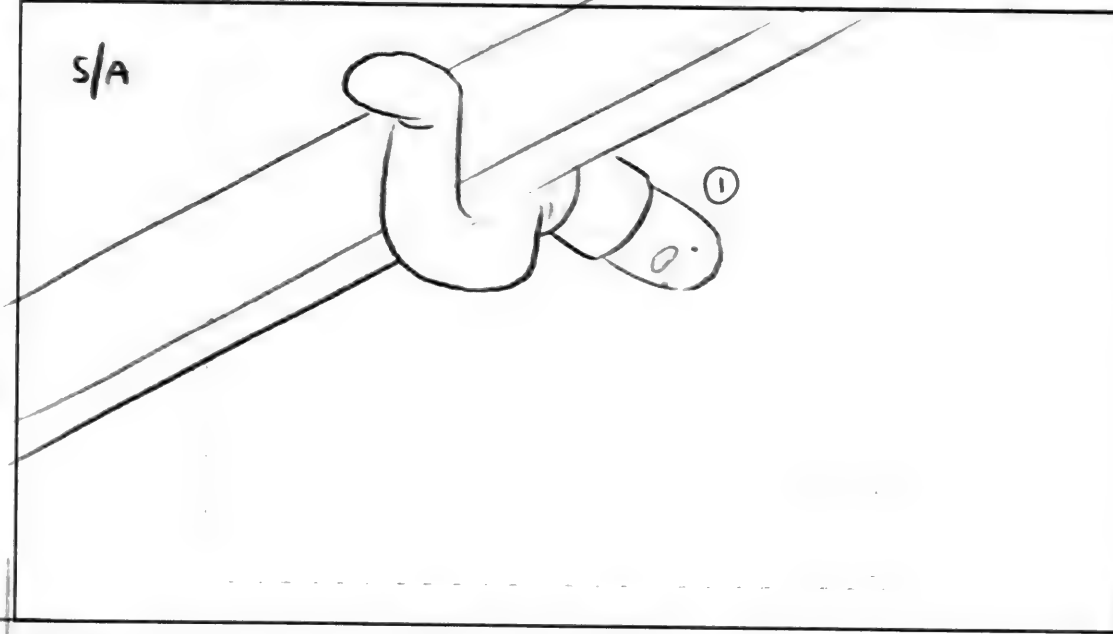
Page 33

Sc. 15 *CONT*

Pnl. G

Bg.

day night

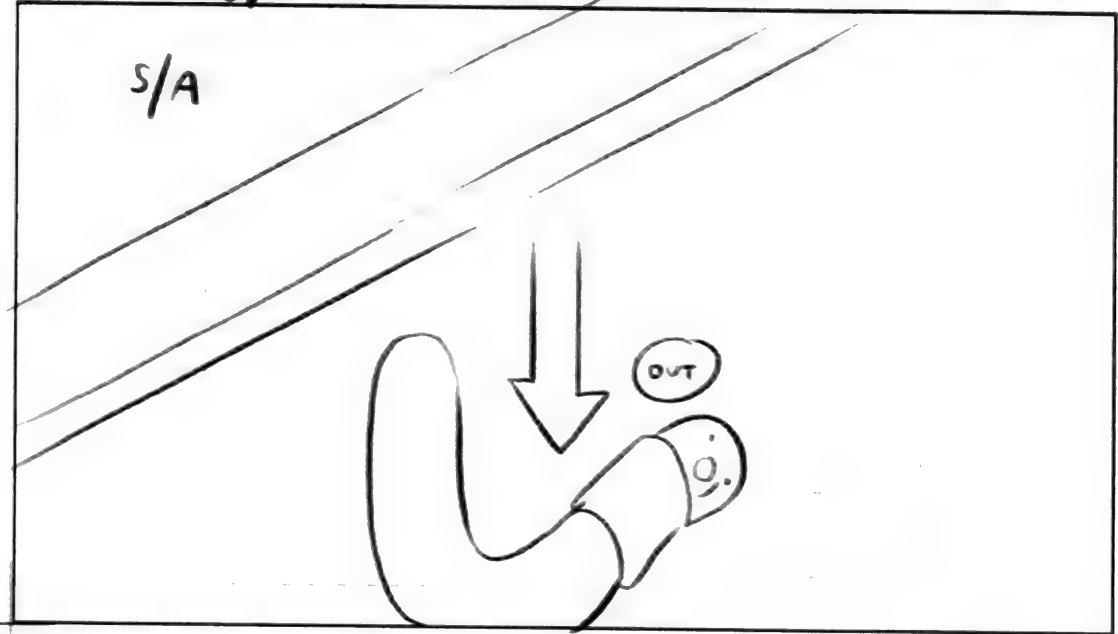


Sc. 15 *CONT*

Pnl. H

Bg.

day night

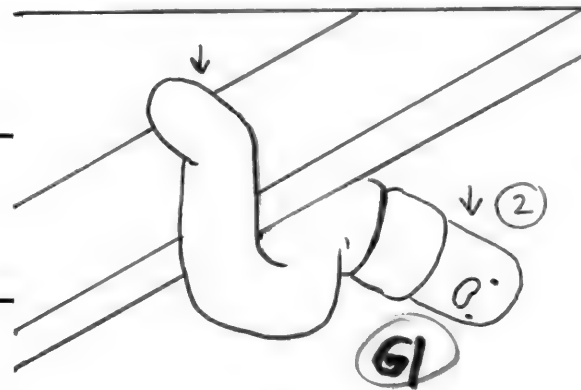


Dialog:

SHELBY: HA-HA-HA!

Action:

Timing:



S: WHOOP.

- S. SLIPS AND FALLS OFF / S.

FEB 10 2014

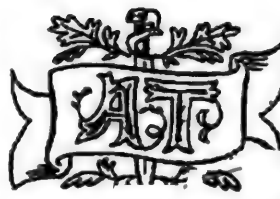
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



No Scs. 16-17

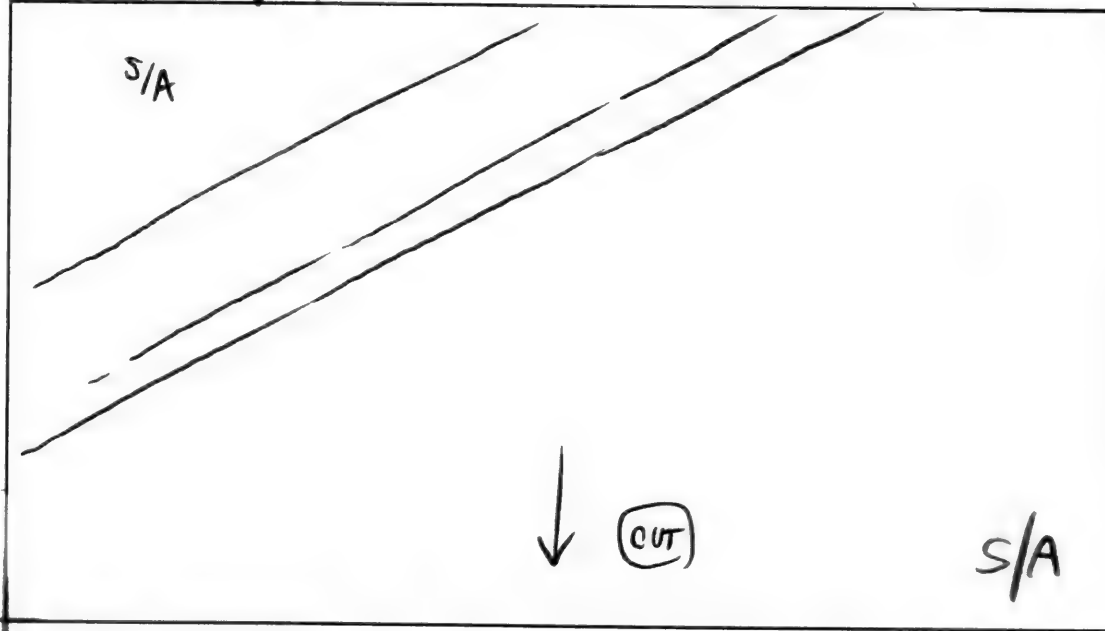
Page 34

Sc. 15 *CONT*

Pnl. I

Bg.

day ni

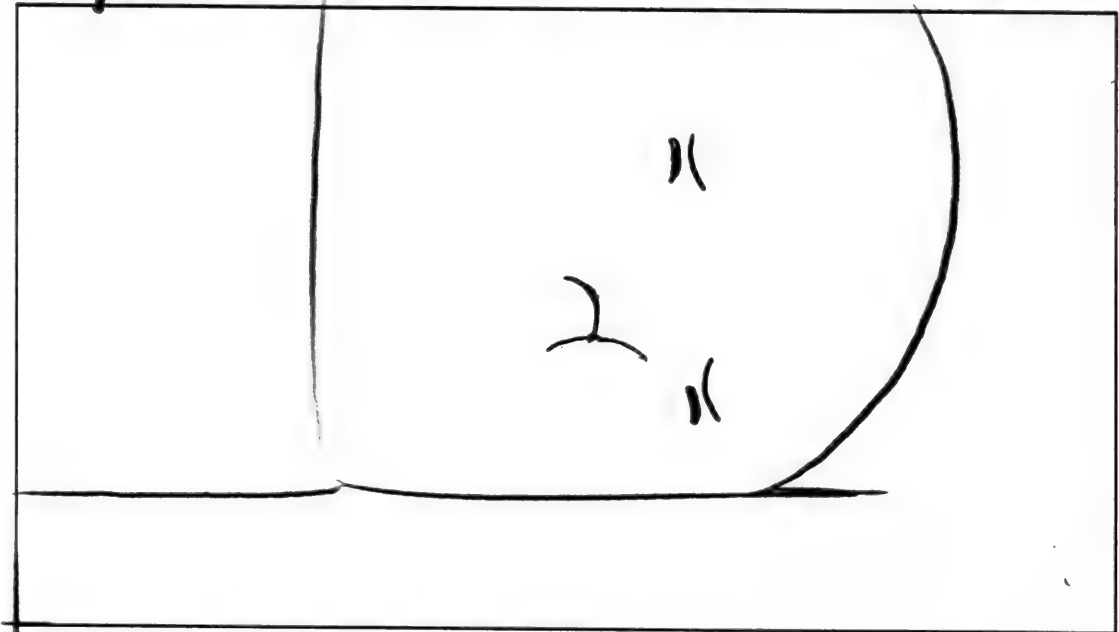


Sc. 18

Pnl. A

Bg.

day night



Dialog:

SFX: * SHHK-THMP! *

Action:

- SHELBY LIES ON GROUND.

Timing:

FEB 10 2014

EPISODE # 1025-172

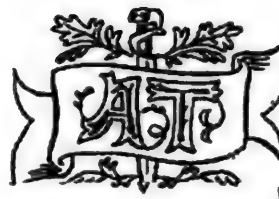
1025/172

Production :

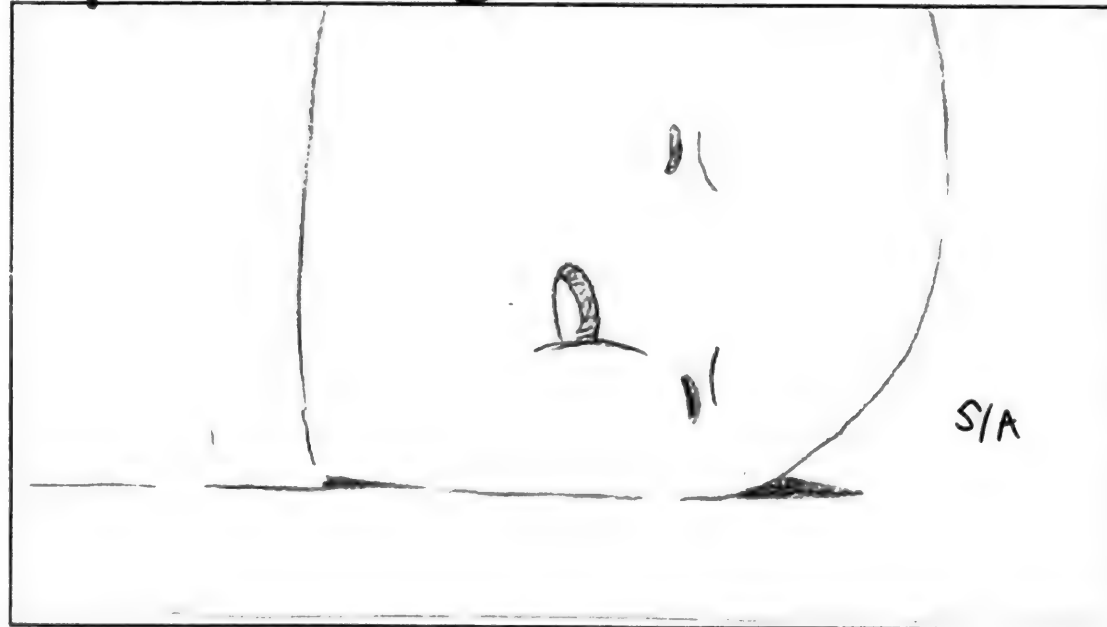
1025/172

1025/172

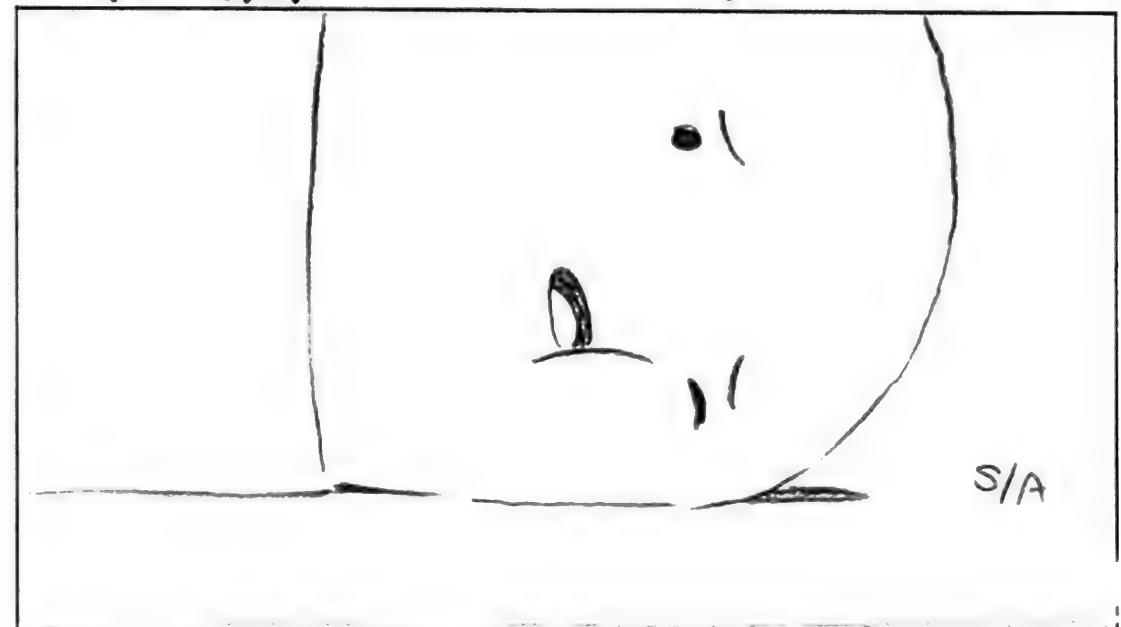
ADVENTURE TIME



Sc. **18 CONT** Pnl. **B** Bg. day night



Sc. **18 CONT** Pnl. **C** Bg. day night 35



Dialog:

S: UHH ... OH NO...

S: I REALLY HURT MYSELF ...

Action:

Timing:

FEB 10 2014

EPISODE# 1025-172

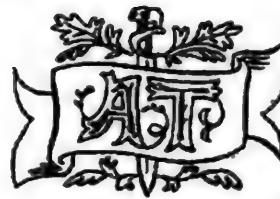
Production :

1025/172

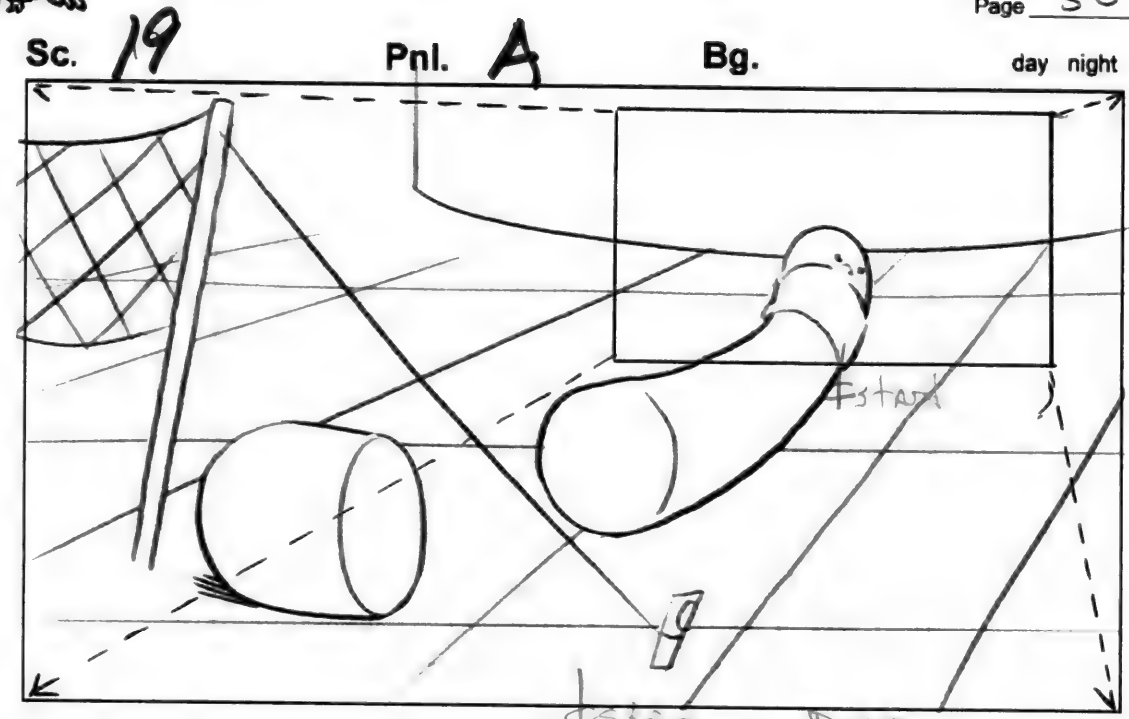
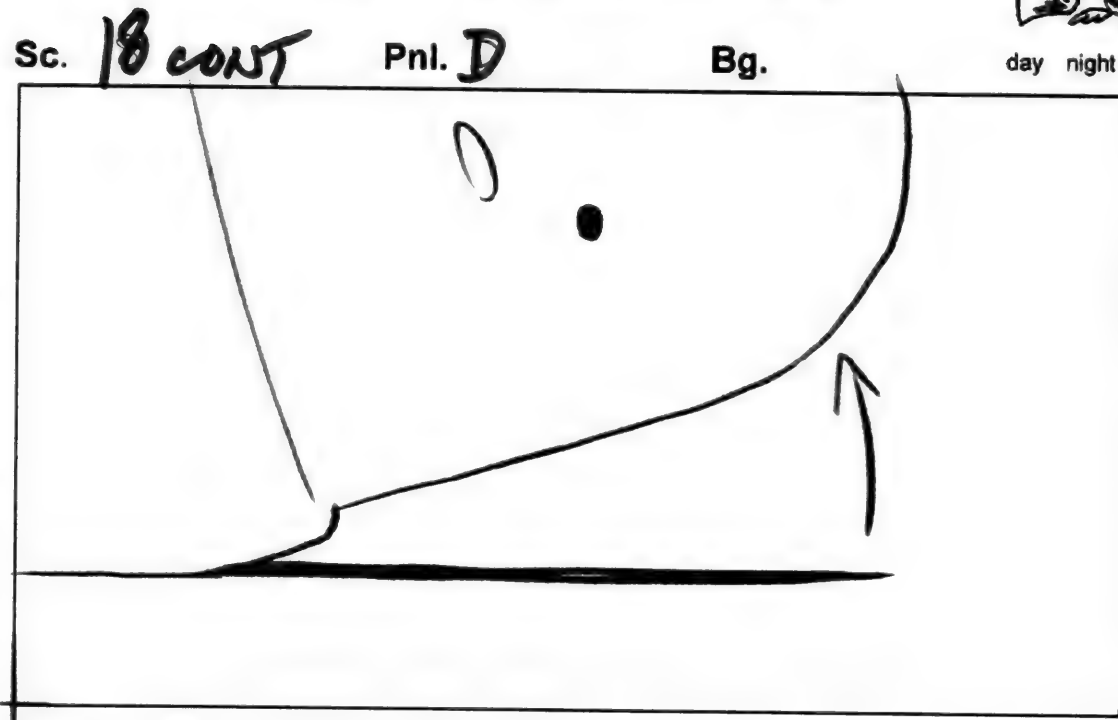
1025/172

1025/172

ADVENTURE TIME



Handwritten: HU cut



Dialog:	
(SP)	
Action:	- S. LIFTS HEAD
	- S. SITS UP.
	- TRUCK OUT W/ ACTION
Timing:	

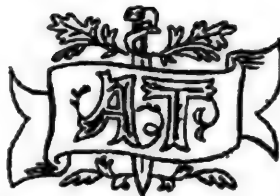
FEB 10 2014

EPISODE # 1025-172
1025/172
Production :

1025/172

1025/172

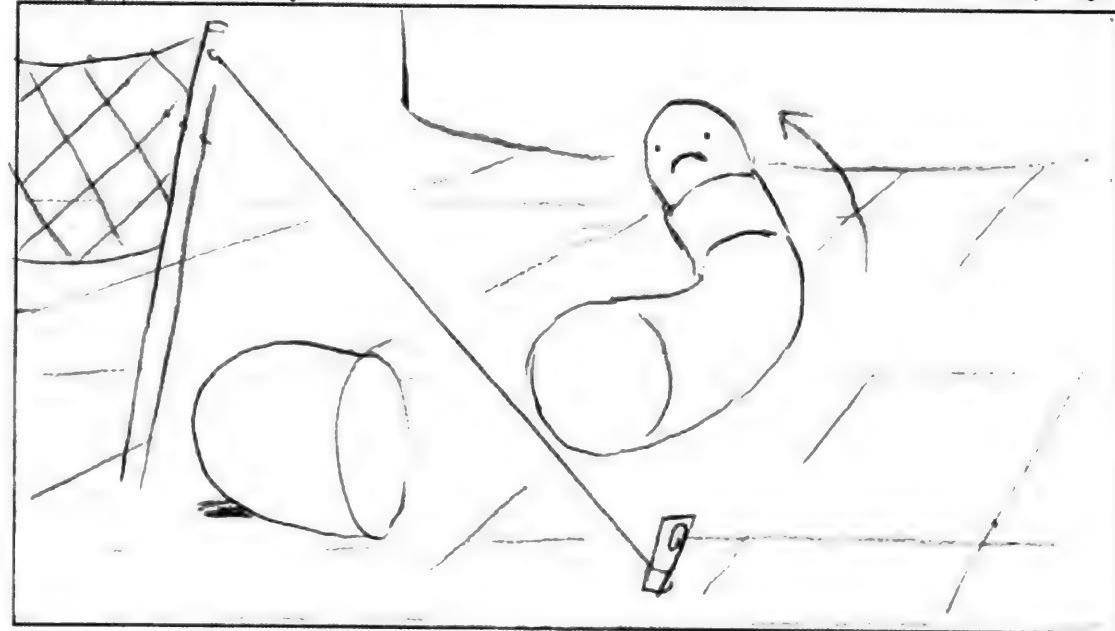
ADVENTURE TIME



Sc. 19 cont Pnl. B

Bg.

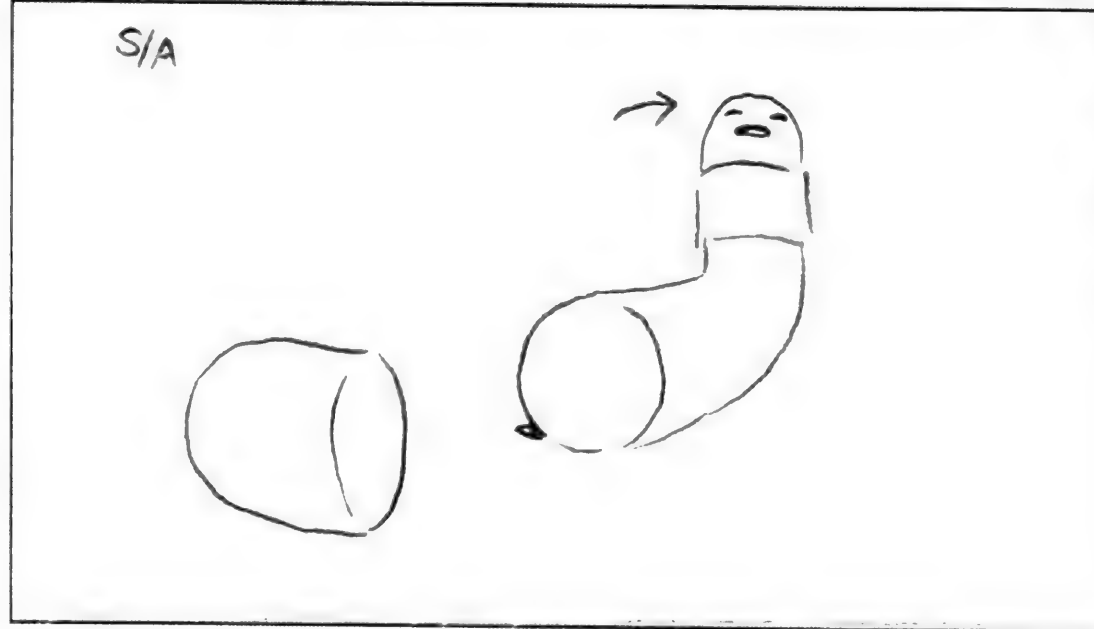
day night



Sc. 19 cont Pnl. C

Bg.

Page 37
day night



Dialog:

S: GUYS I'M SO
DUMB...

Action:

- S. SITS UP. COMPLETELY.

- S. WAVES.

Timing:

FEB 10 2014

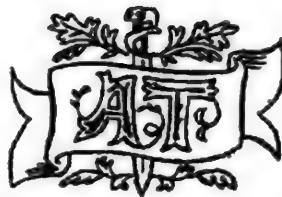
Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



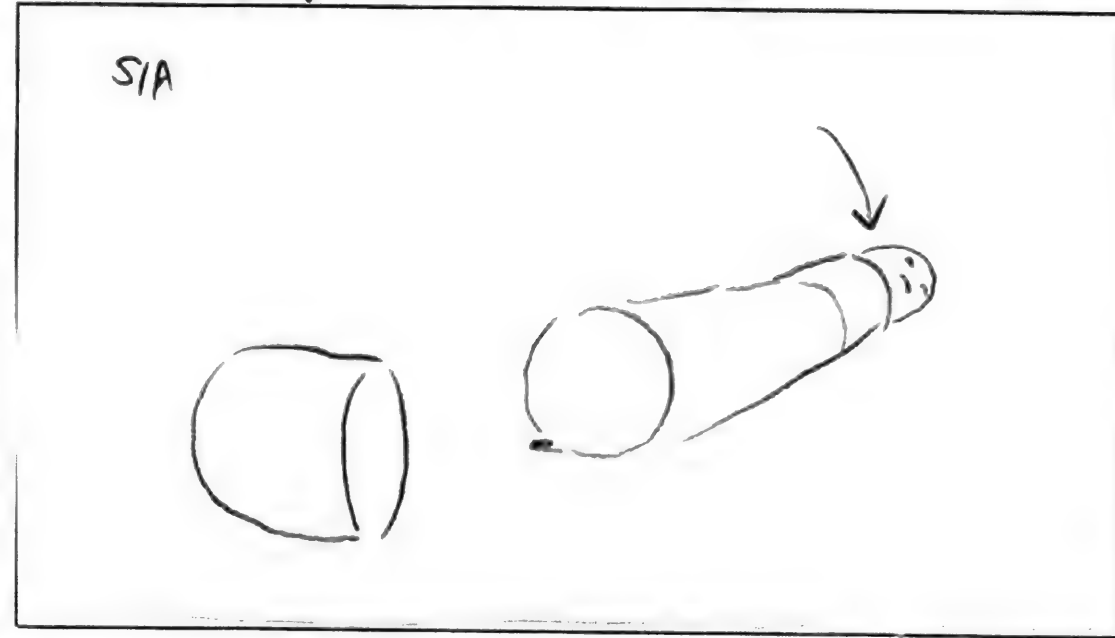
Page **38**

Cut

Sc. **19 CONT** Pnl. **1**

Bg.

day night

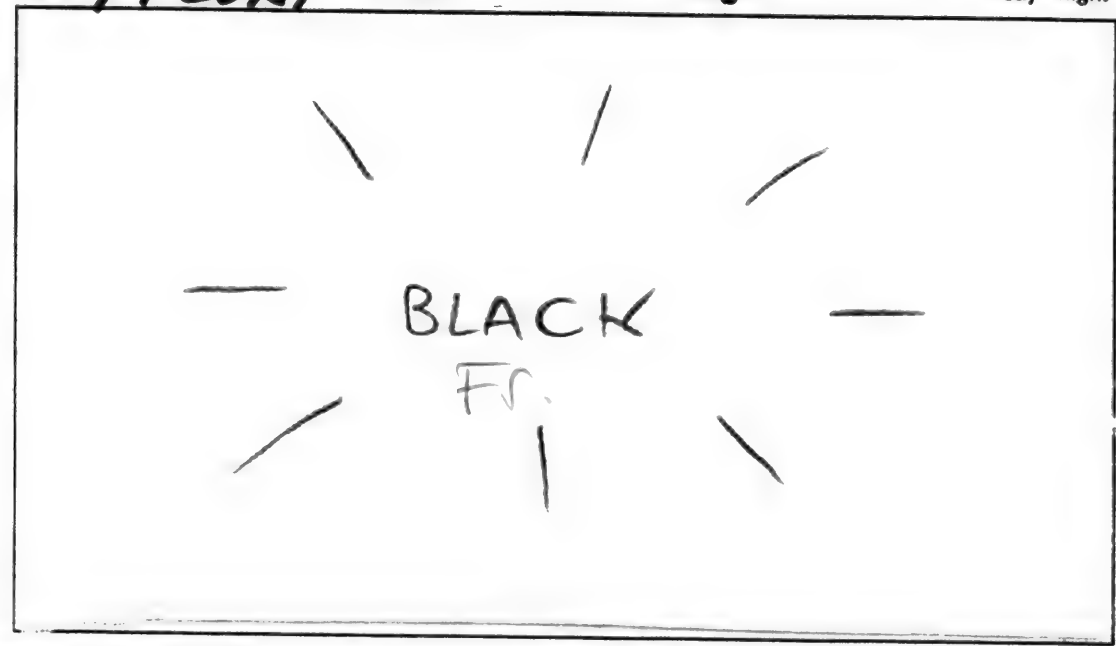


S/A

Sc. **19 CONT** Pnl.

Bg.

day night



BLACK
FR.

EPISODE # 1025-172

1025/172

Dialog:

SFX: : THMP :

FADE
OUT

Action:

- SHELBY PASSES OUT.

- CUT TO BLACK

Timing:

FEB 10 2014

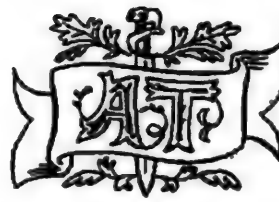
Production :

1025/172

1025/172

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ADVENTURE TIME



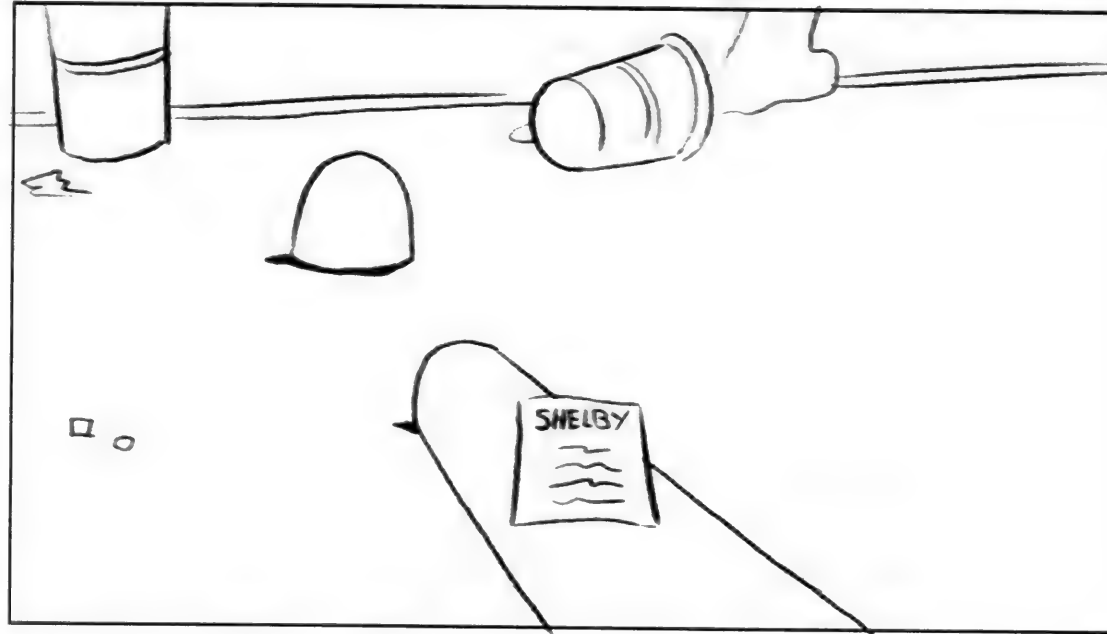
Page **39**

Sc. 20

Pnl. A

Bg.

day night

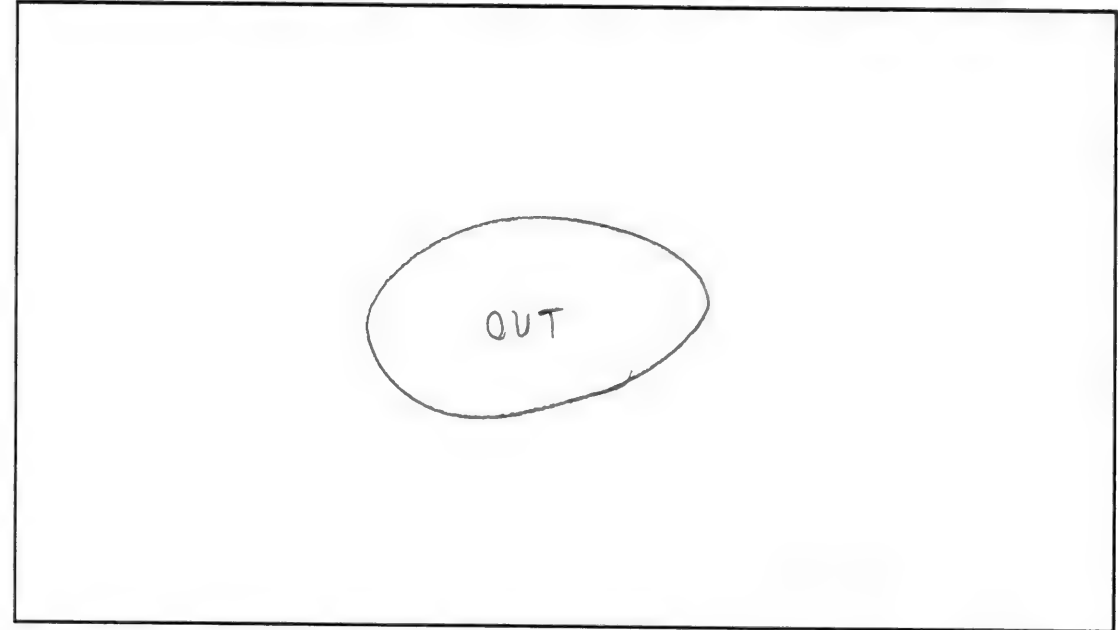


Sc.

Pnl.

Bg.

day night



Dialog:

S: (o/s)
[STIRRING]

(S)

Action:

-FADE IN ON VIOLA INTERIOR.

FEB 10 2014

Timing:

EPISODE # 1025-172

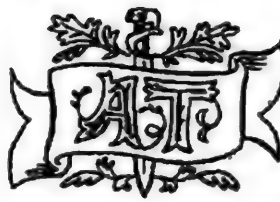
Production :

1025/172

1025/172

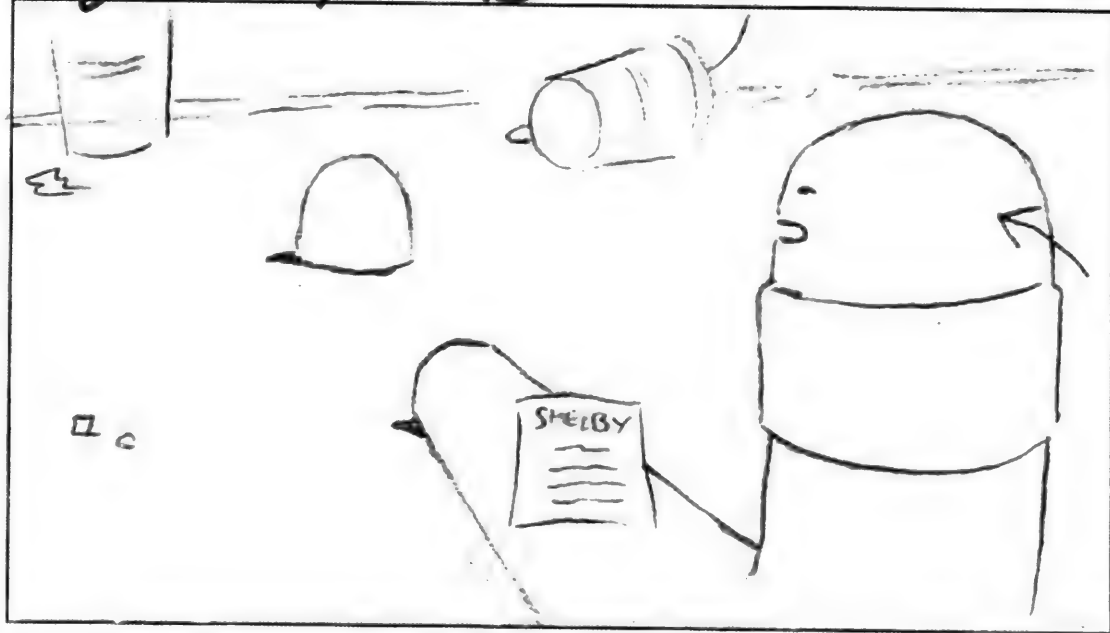
1025/172

ADVENTURE TIME

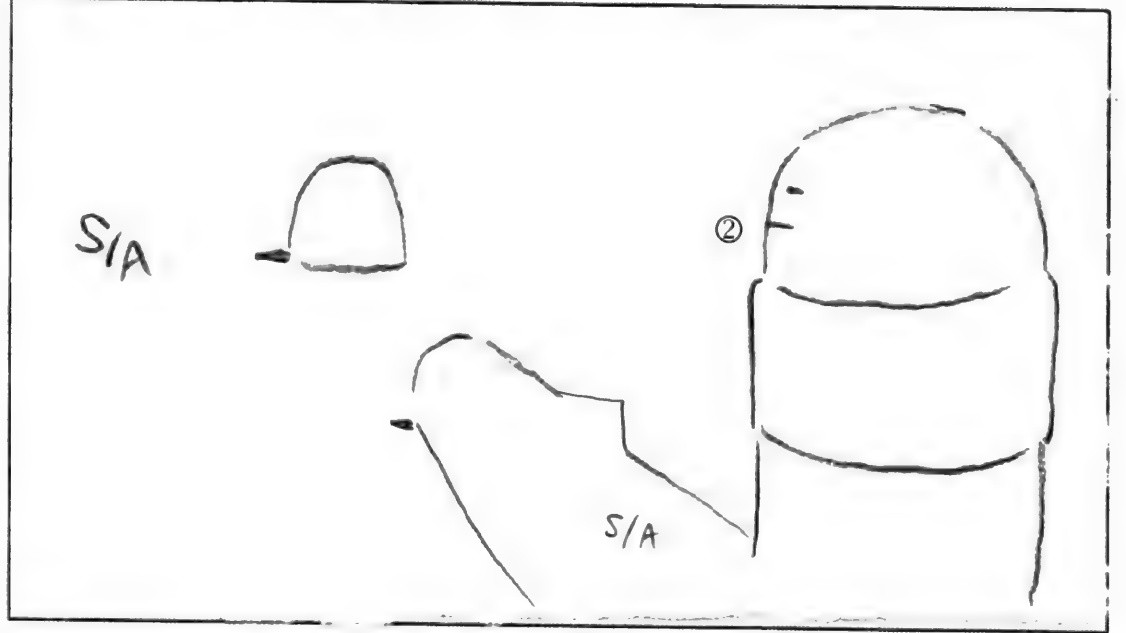


Page **40**

Sc. **20 CONT** Pnl. **B** Bg. day night



Sc. **20 CONT** Pnl. **C** Bg. day night



Dialog:

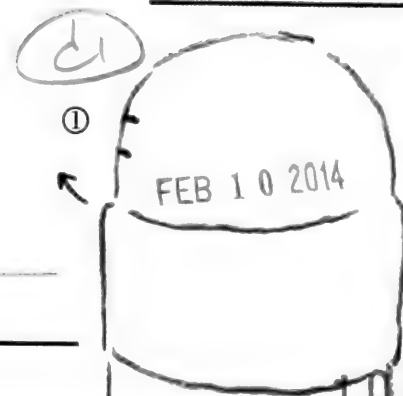
S: UGHH

Action:

- SHELBY SITS UP.
- MORNING, EMPTY ROOM

Timing:

- SHELBY STARES AT NUB.



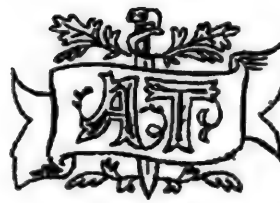
EPISODE # 1025-172

Production :

1025/172

1025/172

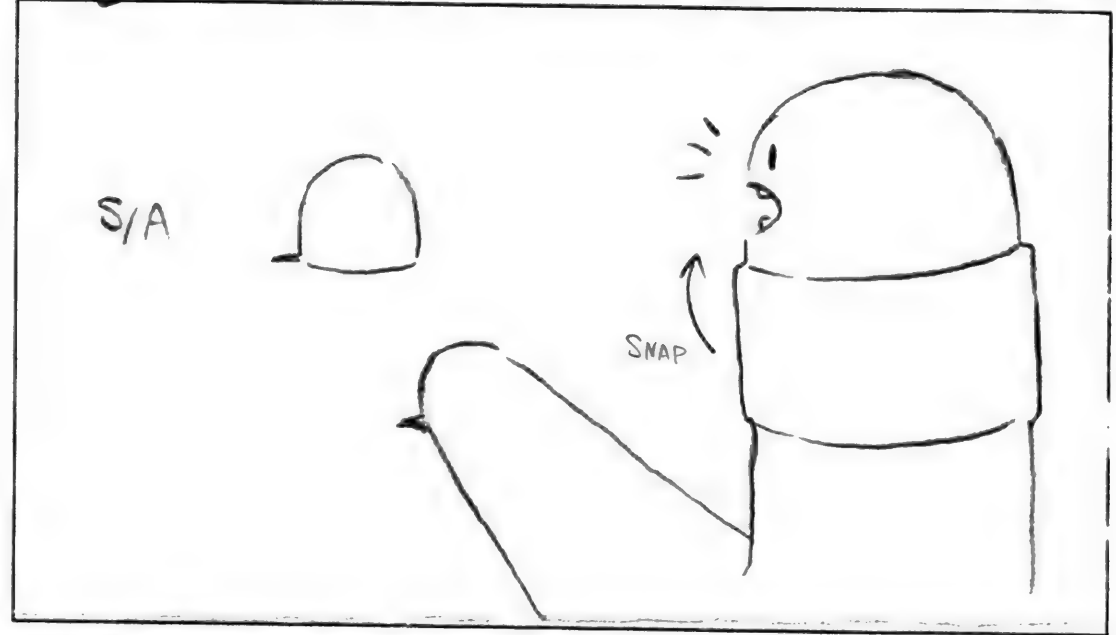
ADVENTURE TIME



Sc. 20 cont Pnl. D Bg. day night



Sc. 20 cont Pnl. E Bg. day night



Dialog:

(GROGGY)
S: HEY SOMEBODY
FORGOT THEIR ...

Action:

- SHELBY LOOKS AROUND ABSENT-MINDEDLY.

Timing:

S: OH CRAM!

FEB 10 2014

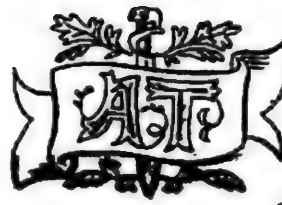
Production :

EPISODE # 1025-172

1025/172

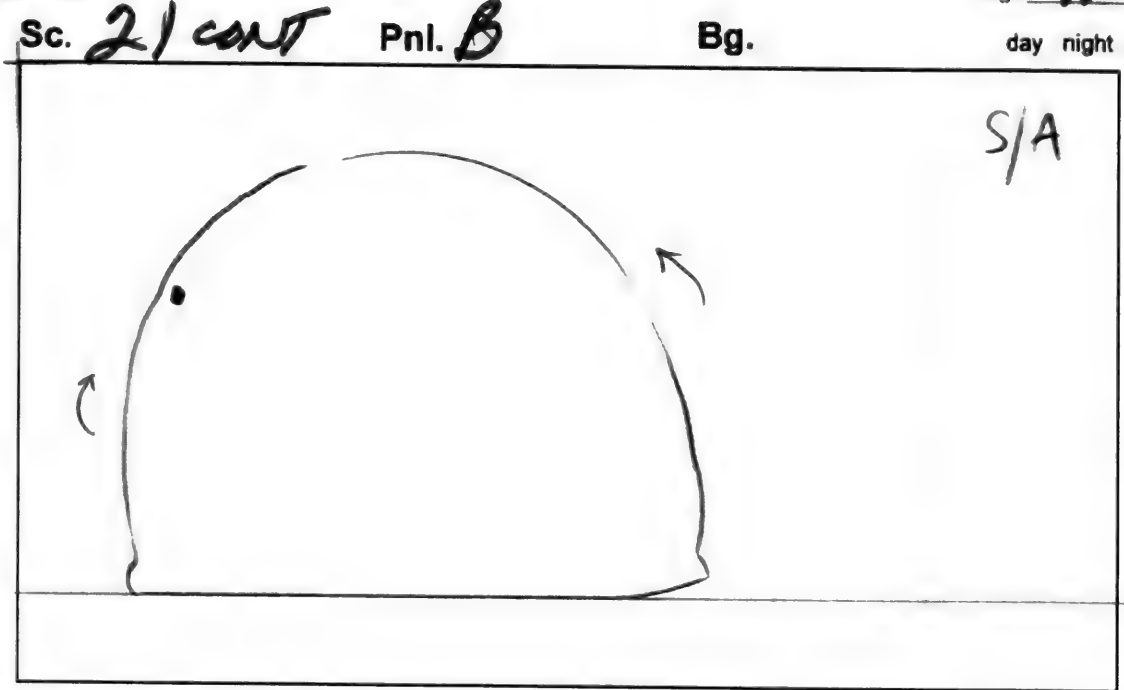
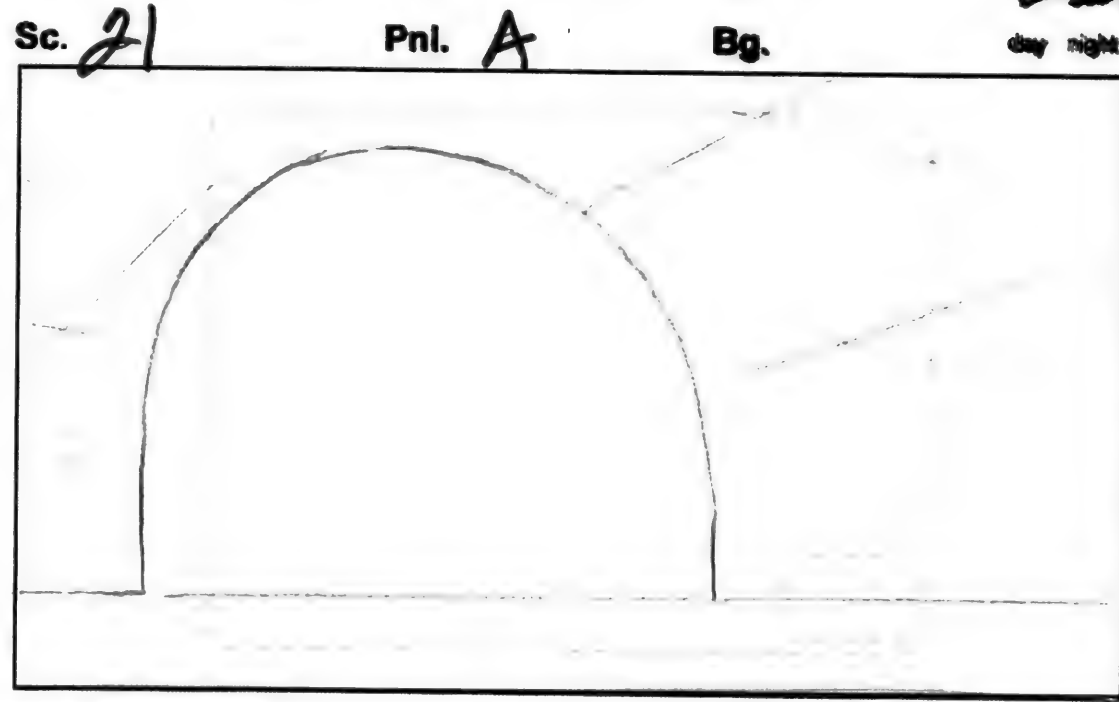
1025/172

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ADVENTURE TIME

Page 42
day night



Dialog:

SFX : * SHFF *

Action:

Timing:

FEB 10 2014

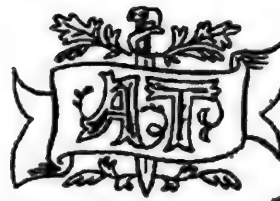
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page **43**

Sc. **2/CONT**

Pnl. **C**

Bg.

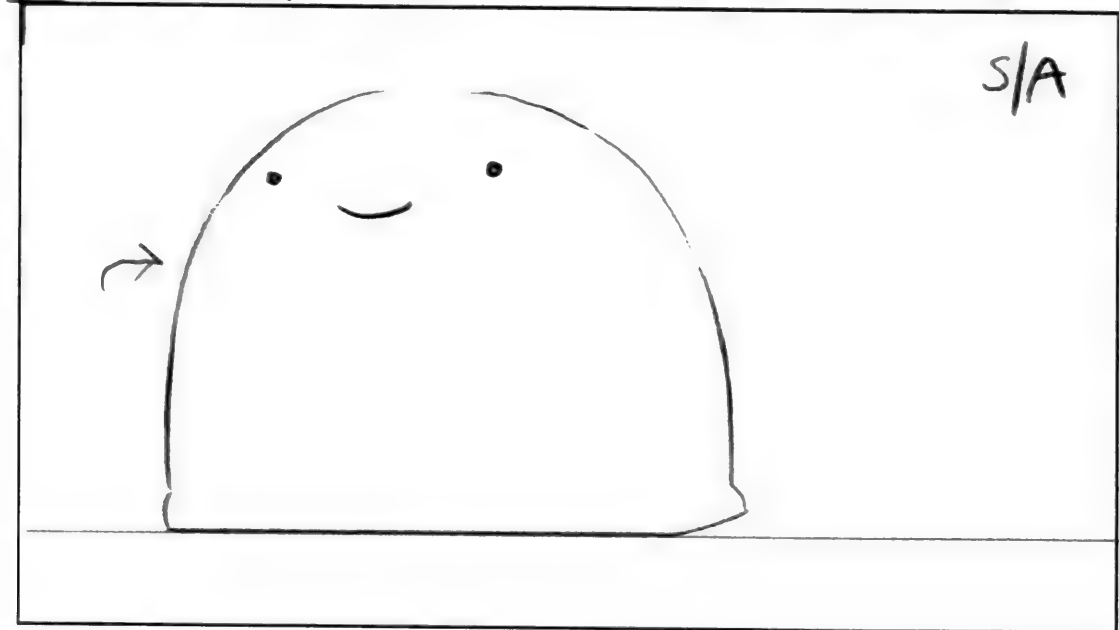
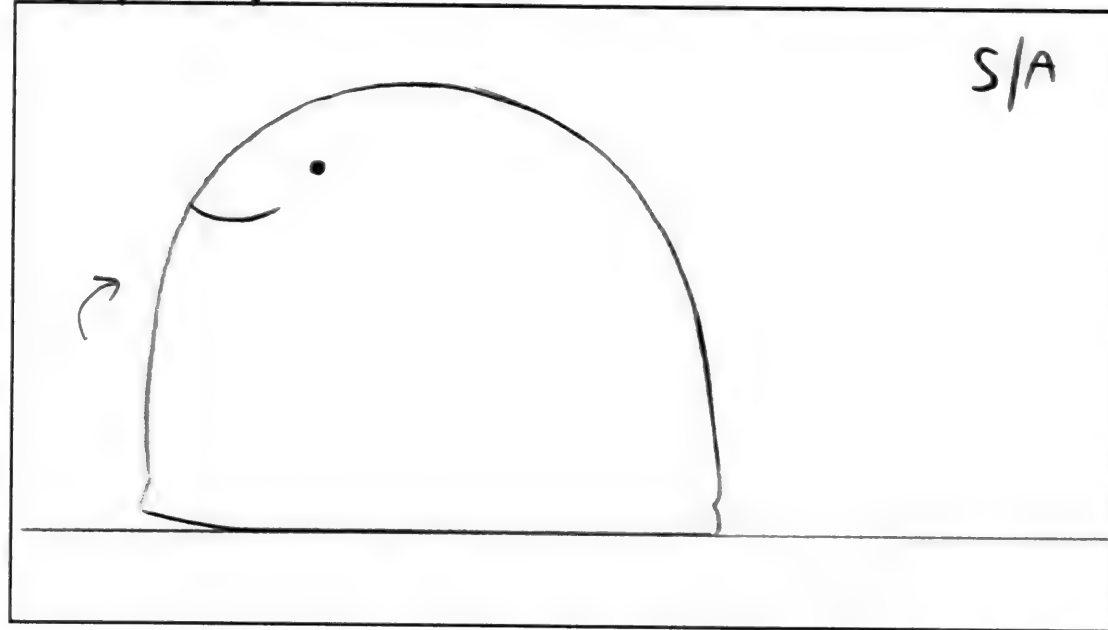
day night

Sc. **2/CONT**

Pnl. **D**

Bg.

day night



Dialog:

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

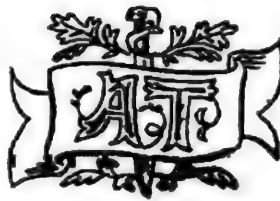
Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



Page **44**
day night

Sc. Pnl. Bg. day night

Sc. **24 CONT** Pnl. **E** Bg. day night

S/A

Dialog:

Action:

Timing:

SFX: SHFF-SHFF-SHFF

-NUB SHUFFLES AROUND TO REVEAL FACE.

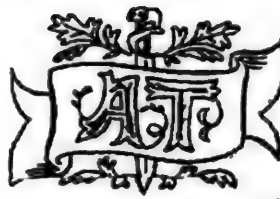
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



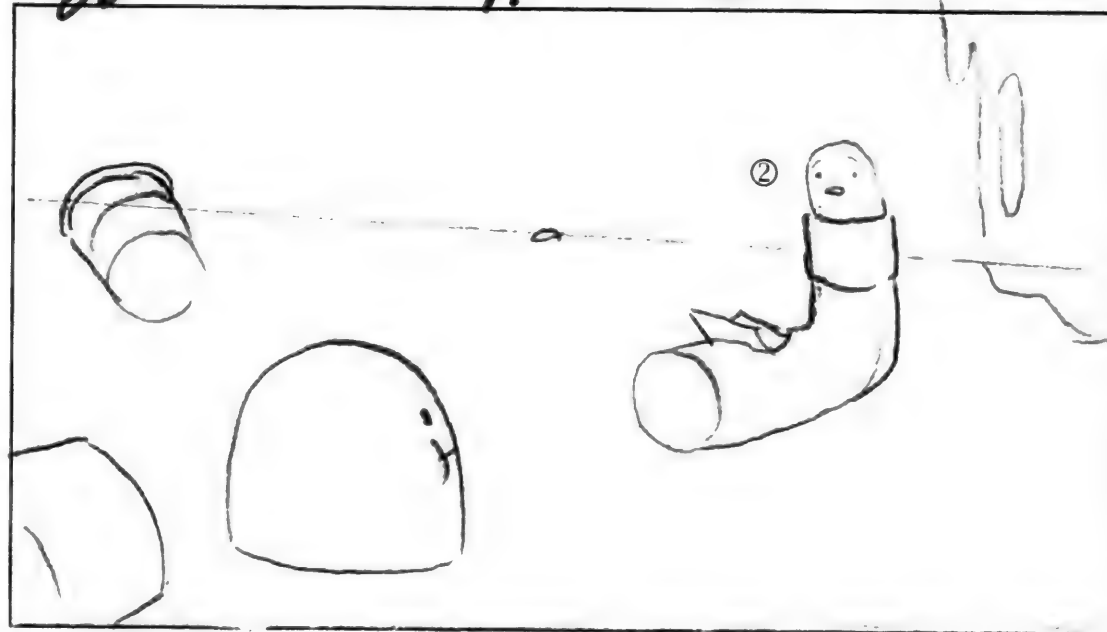
Page 45

Sc. 22

Pnl. A

Bg.

day night

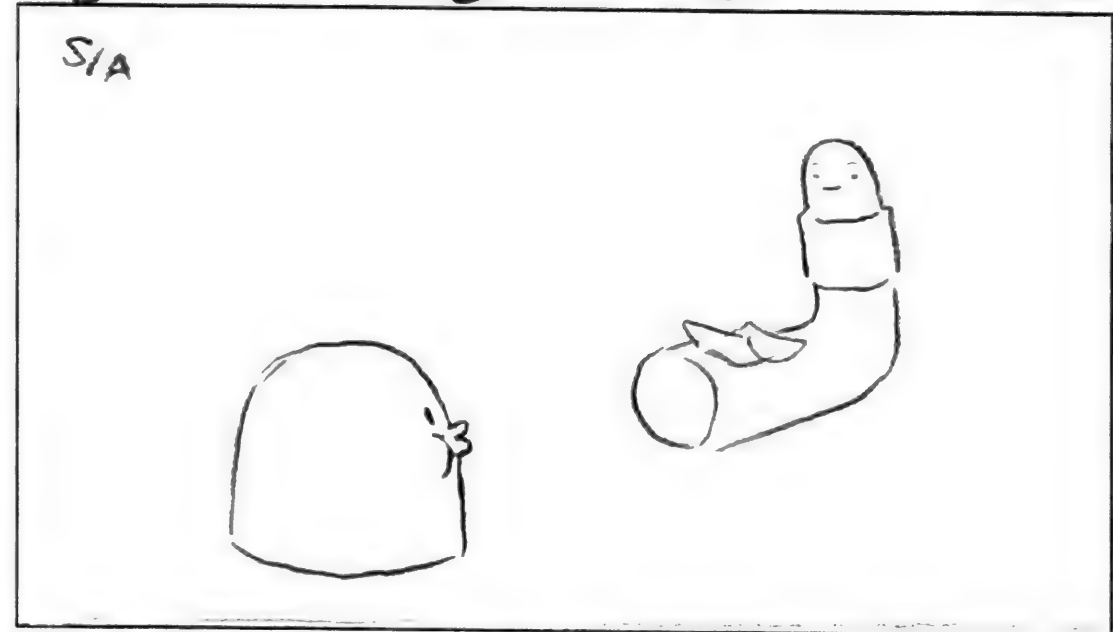


Sc. 22 CONT

Pnl. B

Bg.

day night



Dialog:

S: UHM... WHO ARE YOU.

K: BRBRBR?

Action:

- NUB MAKES A CONFUSED FACE AND VIBRATES LIPS

Timing:



FEB 10 2014

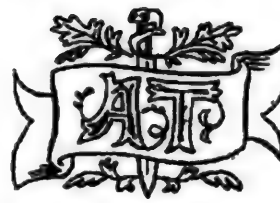
EPISODE # 1025-172

1025/172

Production :

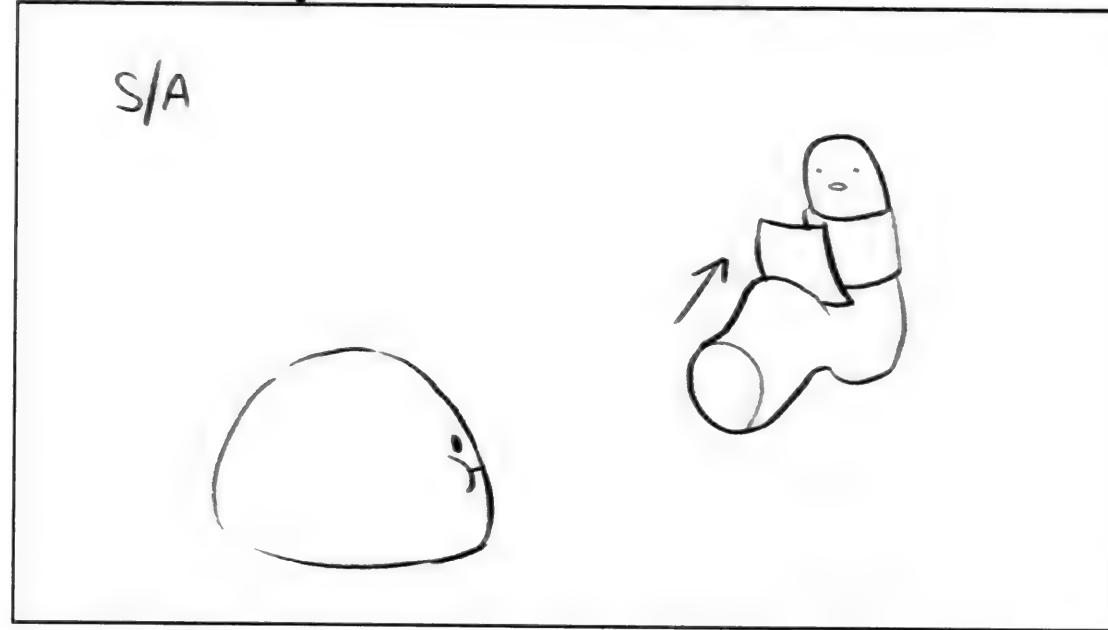
1025/172

ADVENTURE TIME

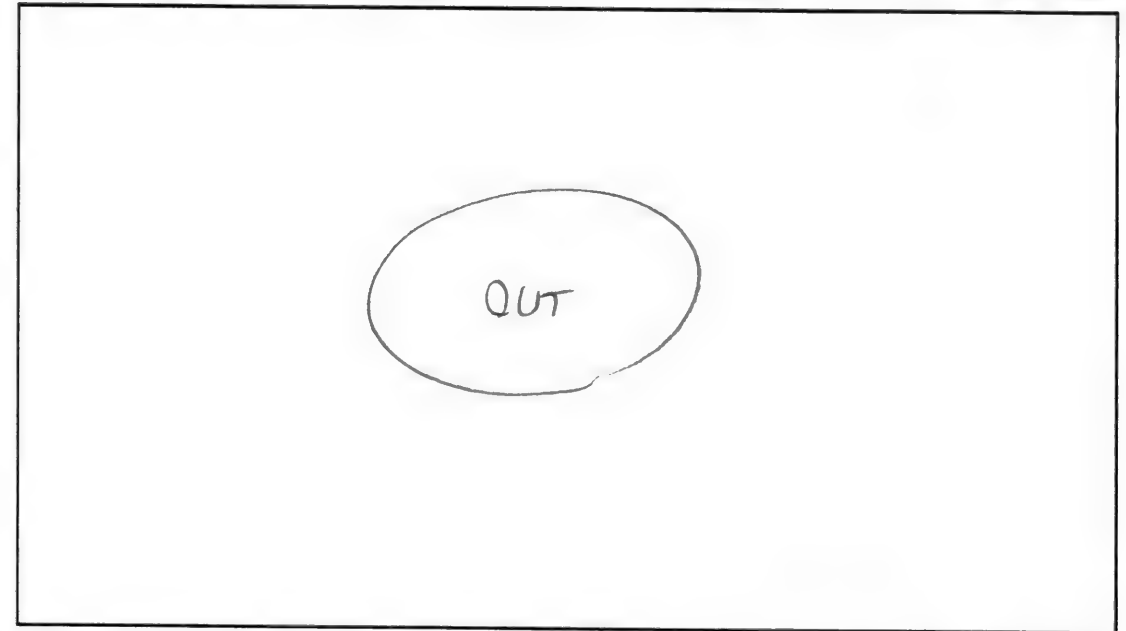


Page 46

Sc. 22 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SHELBY : OH, THERE'S A NOTE.

Action:

Timing:

FEB 10 2014

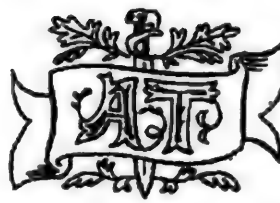
EPISODE # 1025-172

1025/172

Production :

1025/172

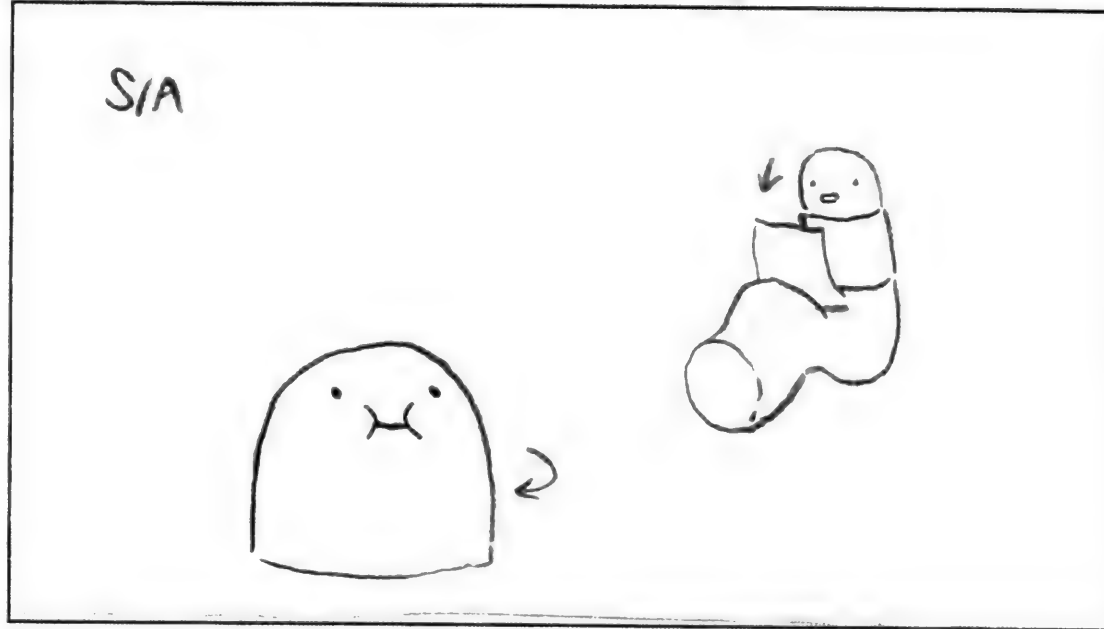
ADVENTURE TIME



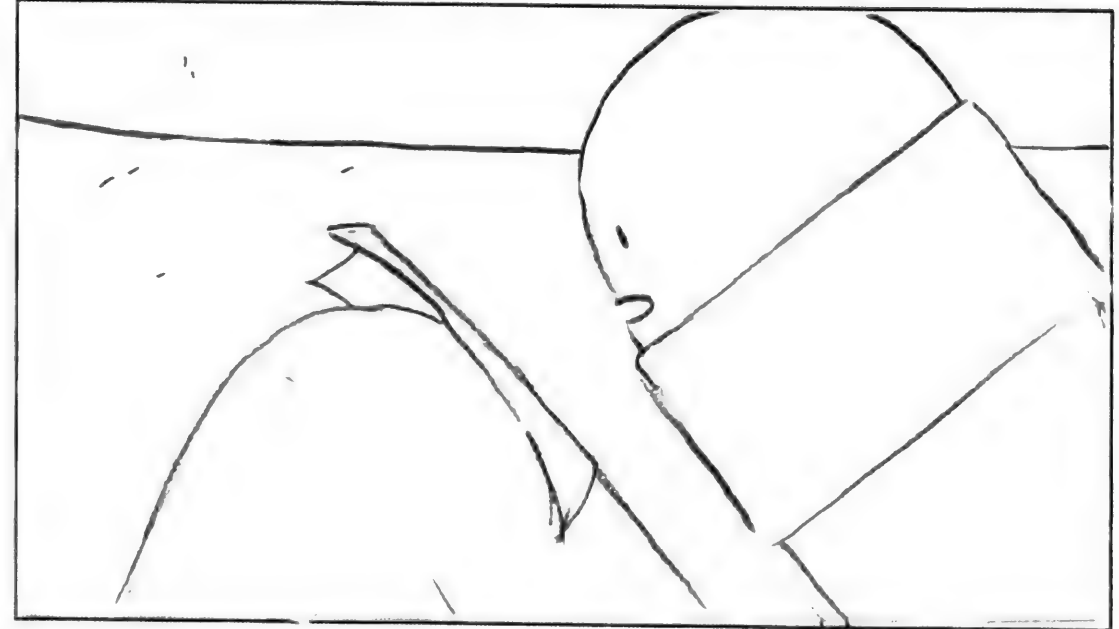
How cut

Page **47**

Sc. **22 CONT** Pnl. **D** Bg. day night



Sc. **23** Pnl. **A** Bg. day night



Dialog:

S: "HEY DUDE THE TIP
OF YOUR TAIL GOT
SNIPPED OFF --"

Action:

- KENT LOOKS AROUND,

Timing:

S: "SO NOW YOU HAVE
A LITTLE BROTHER;
WE NAMED HIM --"

FEB 10 2014

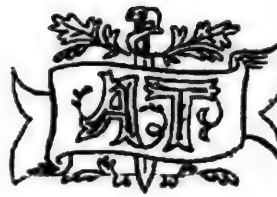
EPISODE # 1025-172

Production :

1025/172

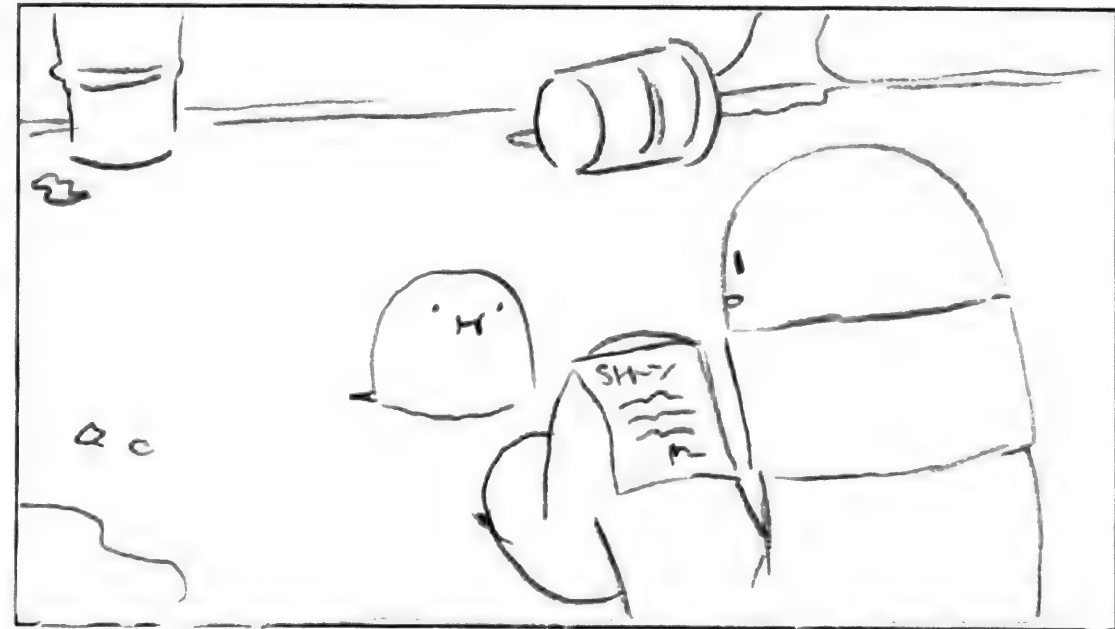
1025/172

ADVENTURE TIME

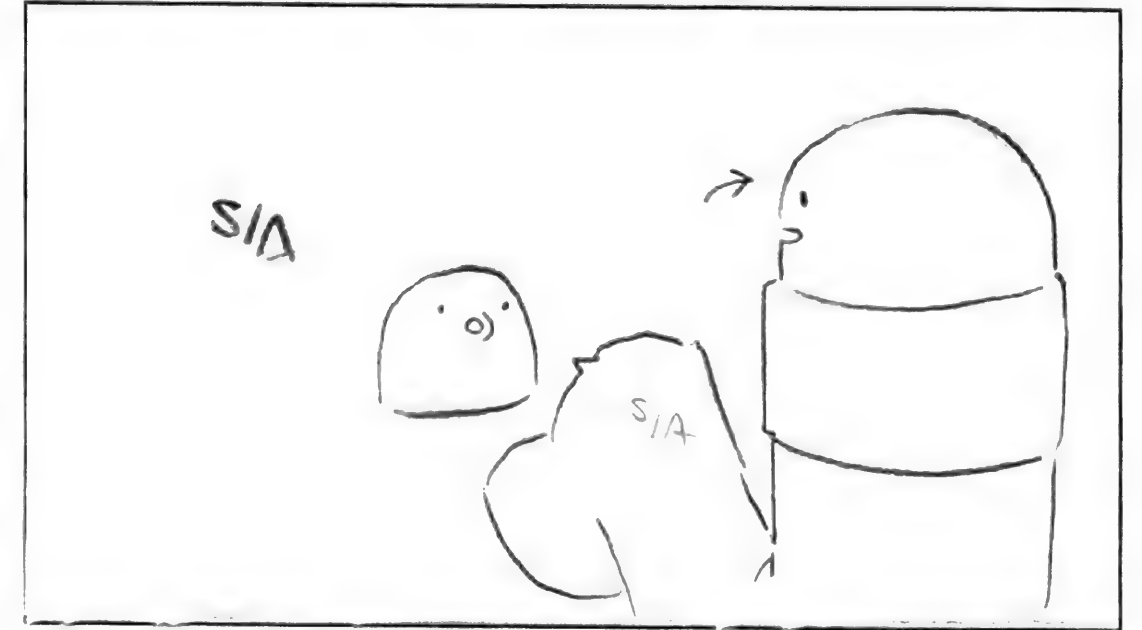


Page **48**

Sc. **24** Pnl. **A** Bg. day night



Sc. **24 cont** Pnl. **B** Bg. day night



Dialog:	S/ "BUTTY BUTTERSON".		S: "SIGNED, THE OTHER BUGS"	
Action:			KENT: [POPPING]	
Timing:			- SHELBY LOOKS UP.	
			FEB 10 2014	

Handwritten notes:
HJ
cont

EPISODE # 1025-172

1025/172

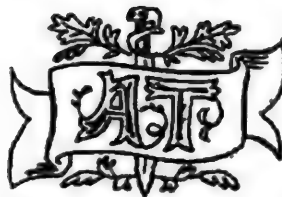
Production :

1025/172

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1025/172

ADVENTURE TIME

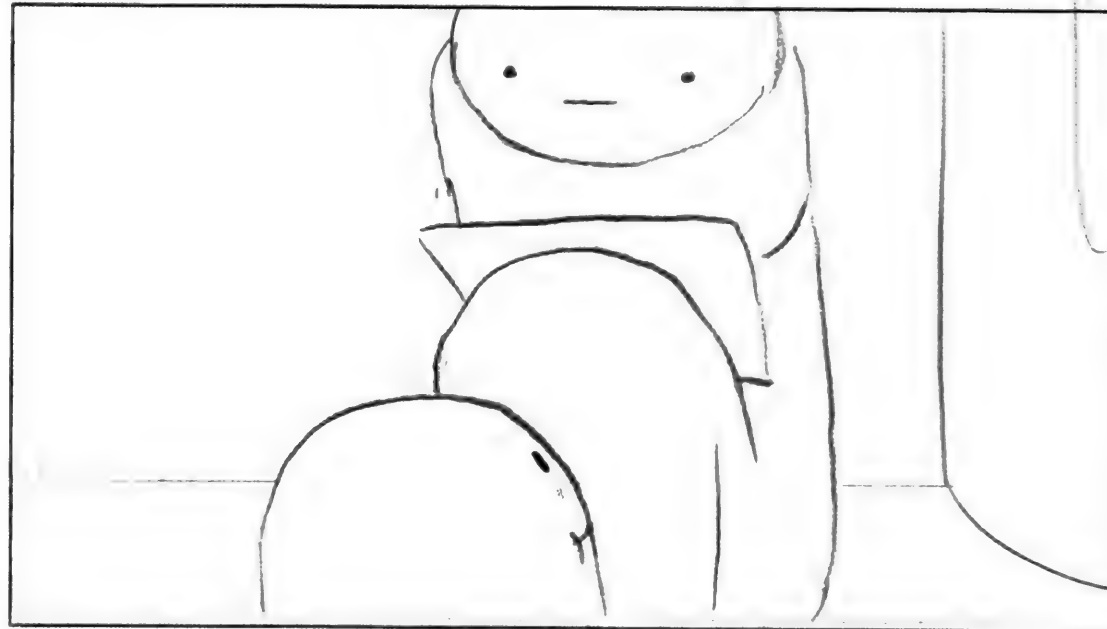


Sc. 25

Pnl. A

Bg.

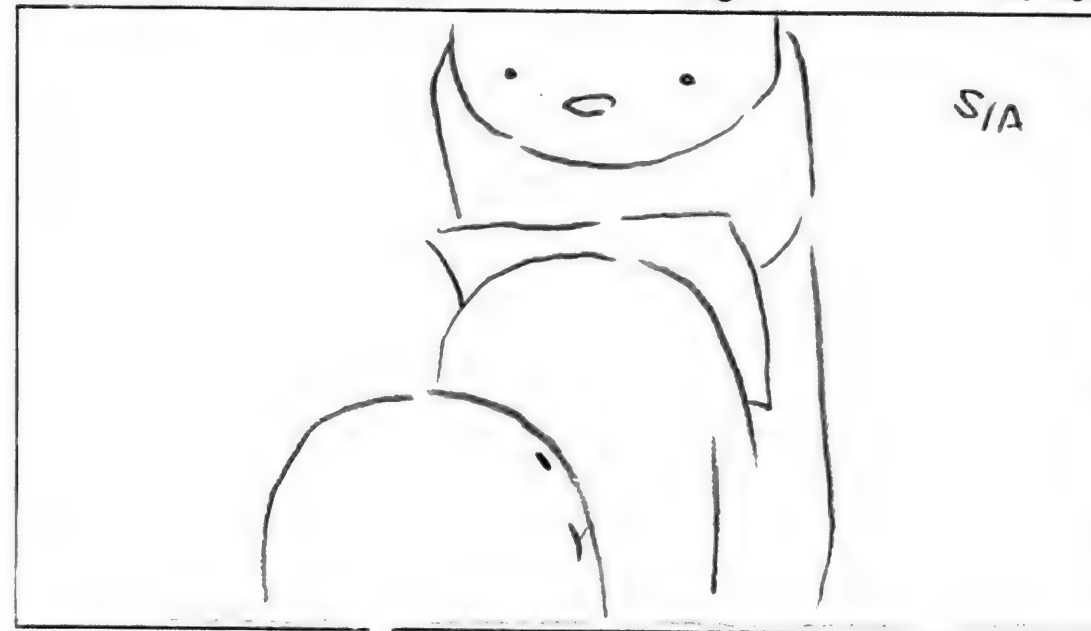
day night



Sc. 25 *CONT* Pnl. B

Bg.

day night



S/A

Dialog:

S: MM, I'LL CALL YOU
KENT FOR SHORT.

Action:

- SHELBY STARES FOR A BEAT.

WIPE

Timing:

FEB 10 2014

Page 49

cut w/ wipe @ post

EPISODE # 1025-172

1025/172

Production :

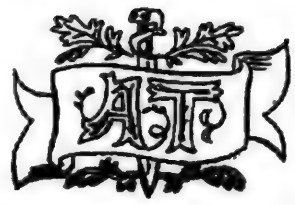
1025/172

1025/172

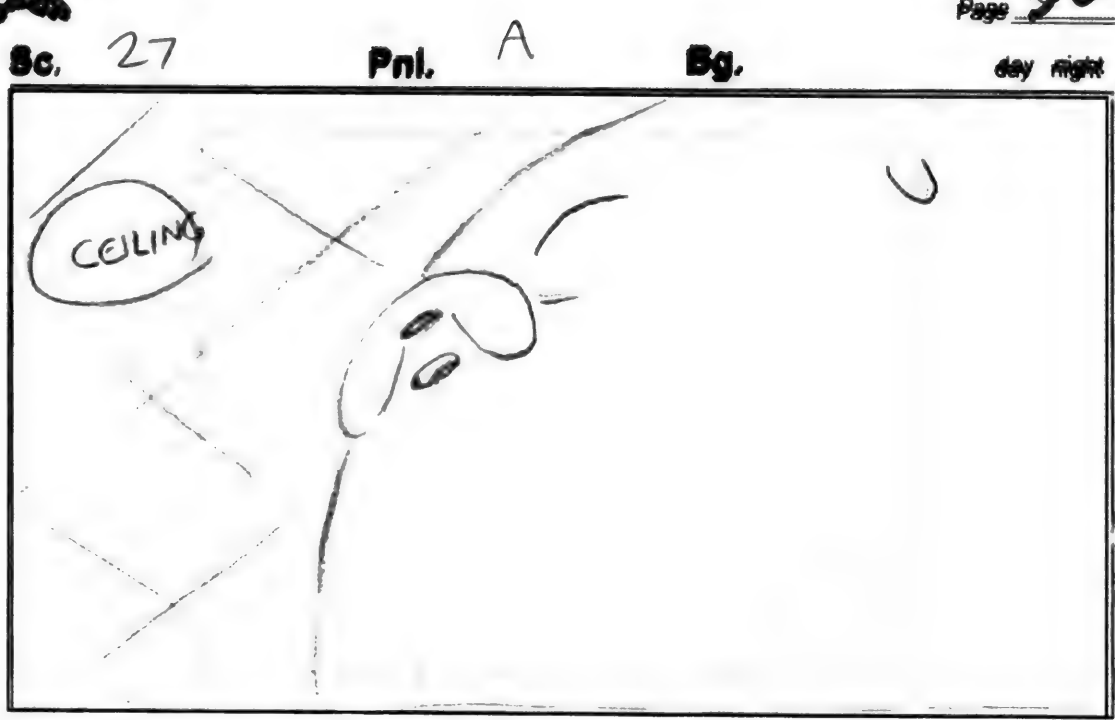
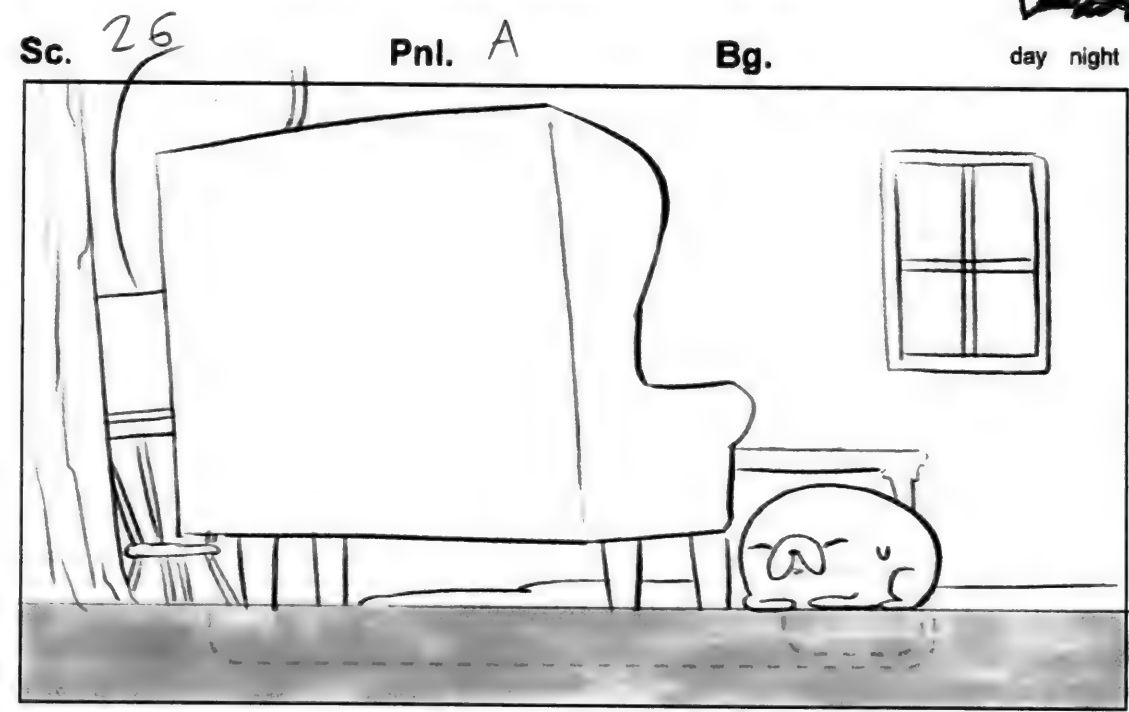
1025/172

Cut
2 post

ADVENTURE TIME



the
cut



Dialog:

J: [SOFTLY SLEEPING] _____

O/S) (MELODIC)
S: JAAAAAKE ... JAKE

Action:

- UPSTAIRS LIVING ROOM
- J. SLEEPS AT FOOT OF CHAIR

Timing:

FEB 10 2014

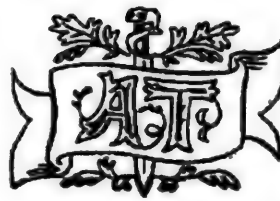
EPISODE # 1025-172

Production :

1025/172

1025/172

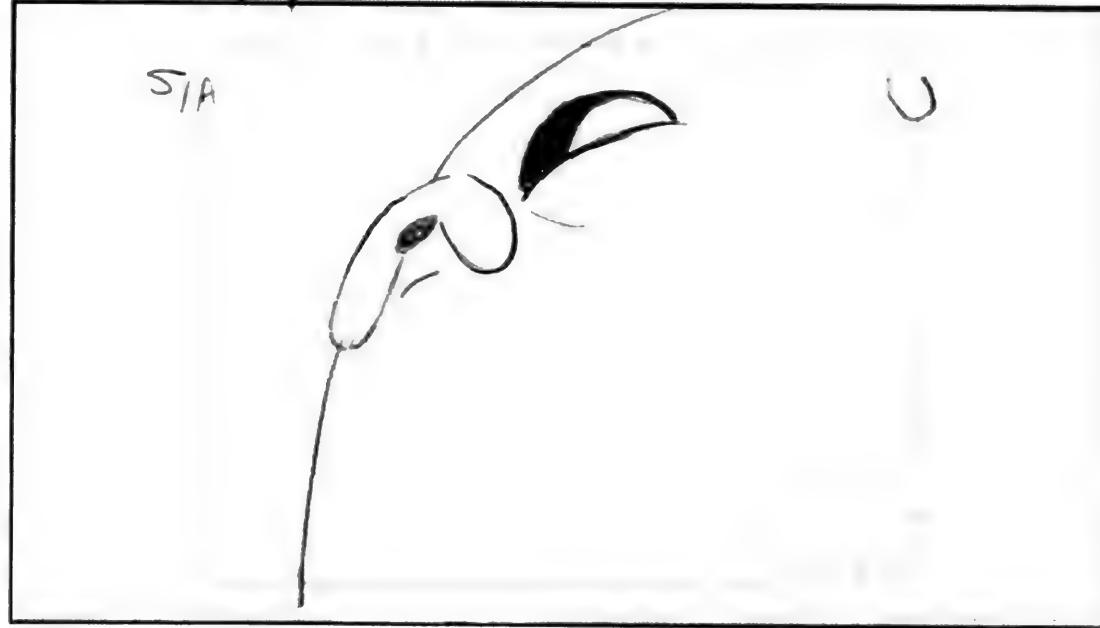
ADVENTURE TIME



Sc. 27 *cont* Pnl. B

Bg.

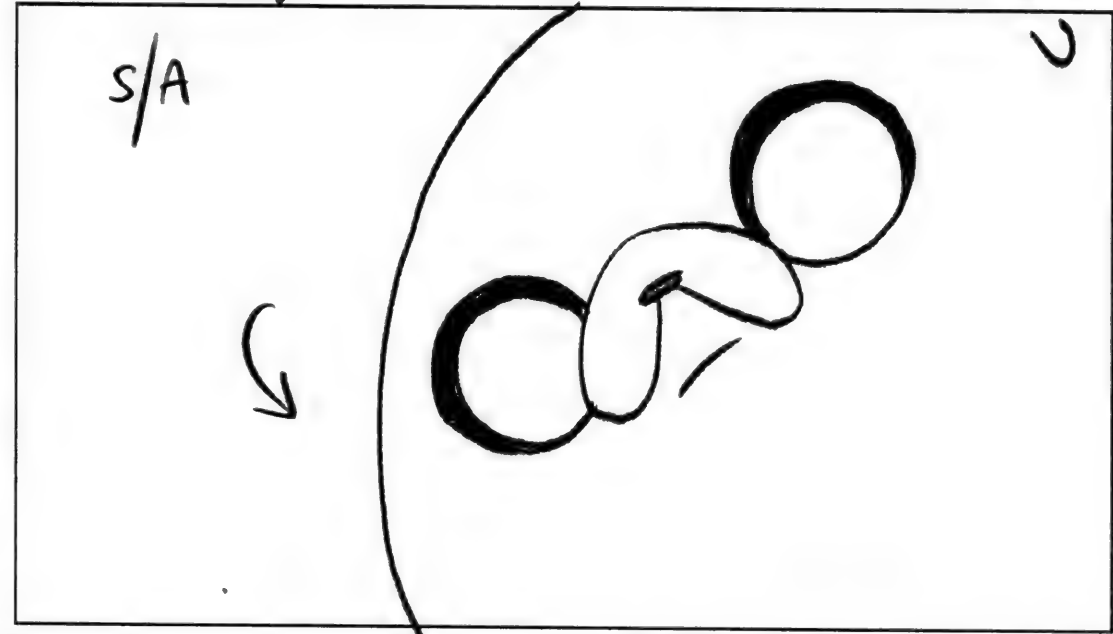
day night



Sc. 27 *cont* Pnl. C

Bg.

day night



Dialog:

J . MM ?

Action:

-J. OPENS HIS EYE.

-J TURNS

FEB 10 2014

Timing:

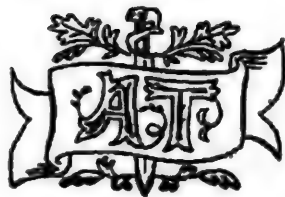
EPISODE # 1025-172

1025/172

Production :

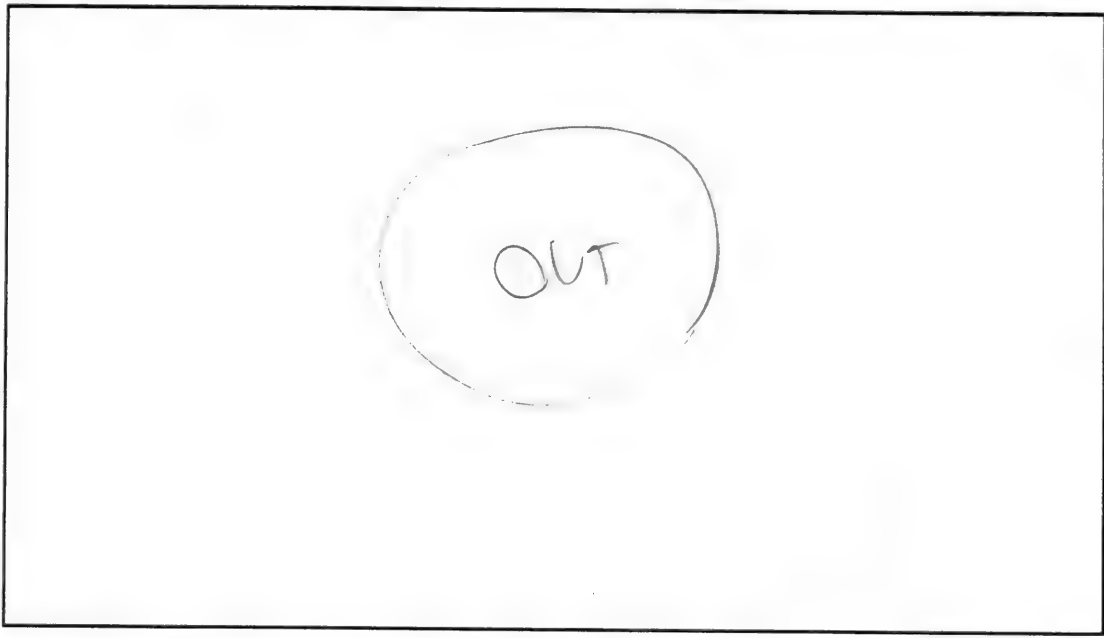
1025/172

ADVENTURE TIME

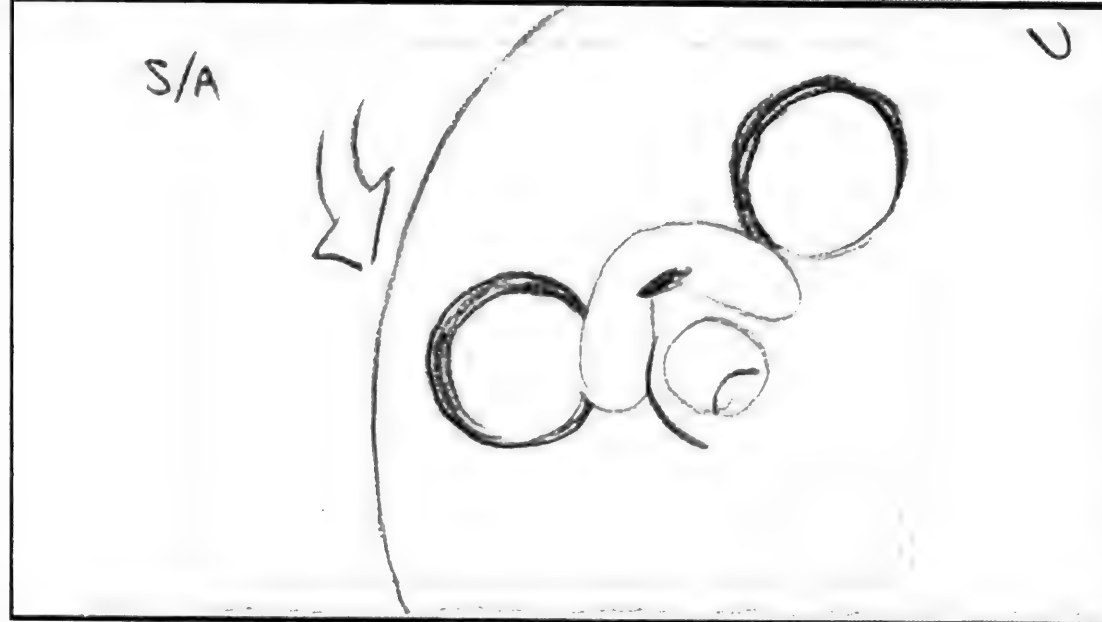


Page 52

Sc. Pnl. Bg. day night



Sc. 27 CONT Pnl. D Bg. day night



Dialog:	J: WHOA SHELBY!
Action:	
Timing:	

FEB 10 2014

EPISODE # 1025-172

1025/172

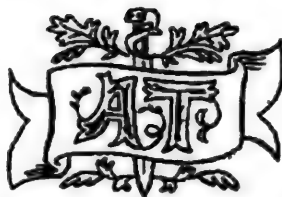
Production :

1025/172

1025/172

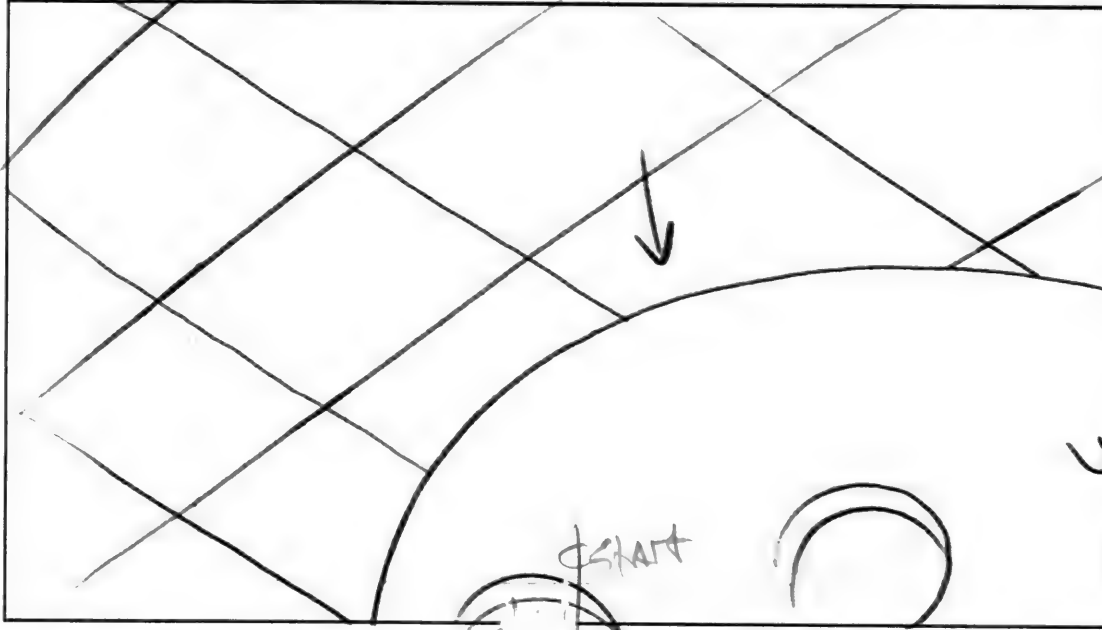
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ADVENTURE TIME

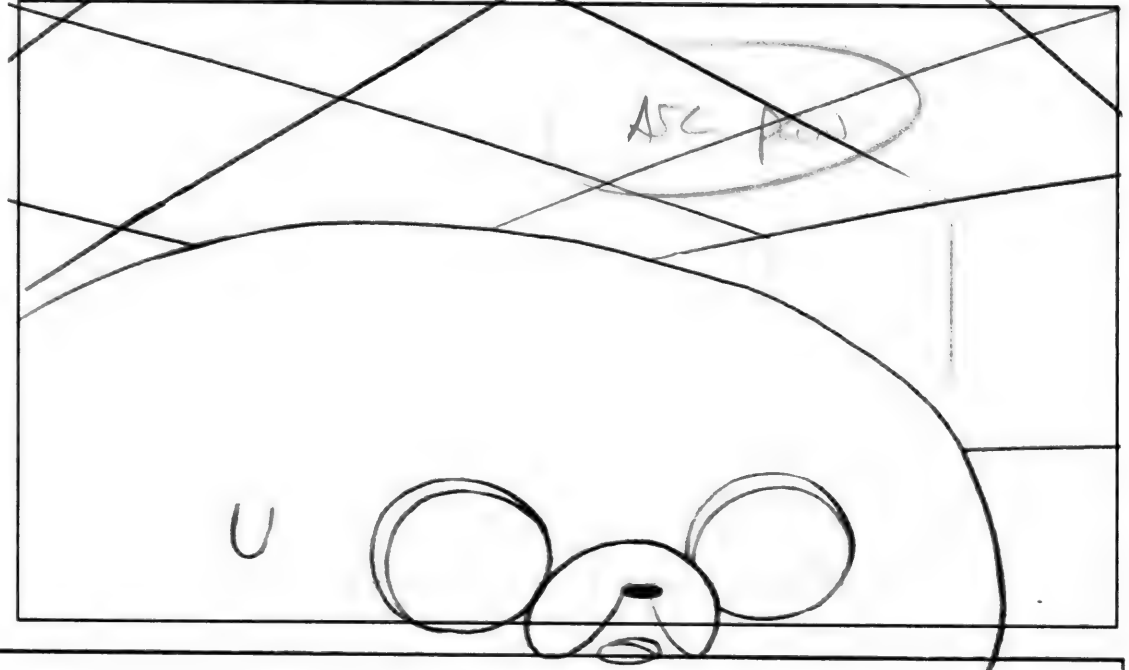


Page **53**

Sc. **27 CONT** Pnl. **E** Bg. day night



Sc. **27 CONT** Pnl. **F** Bg. day night



Dialog:			
Action:	<p>CAM ADJ.</p> <p>ARC PAN w/ ACTION</p> <p>- PAN W/ ACTION</p> <p>FEB 10 2014</p>		
Timing:	<p>5/A</p> <p>5/A</p> <p>stop</p>		

EPISODE # **1025-172**

1025/172

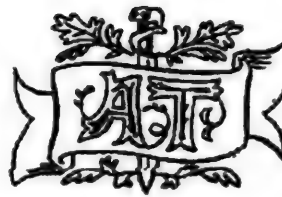
Production :

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1025/172

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ADVENTURE TIME

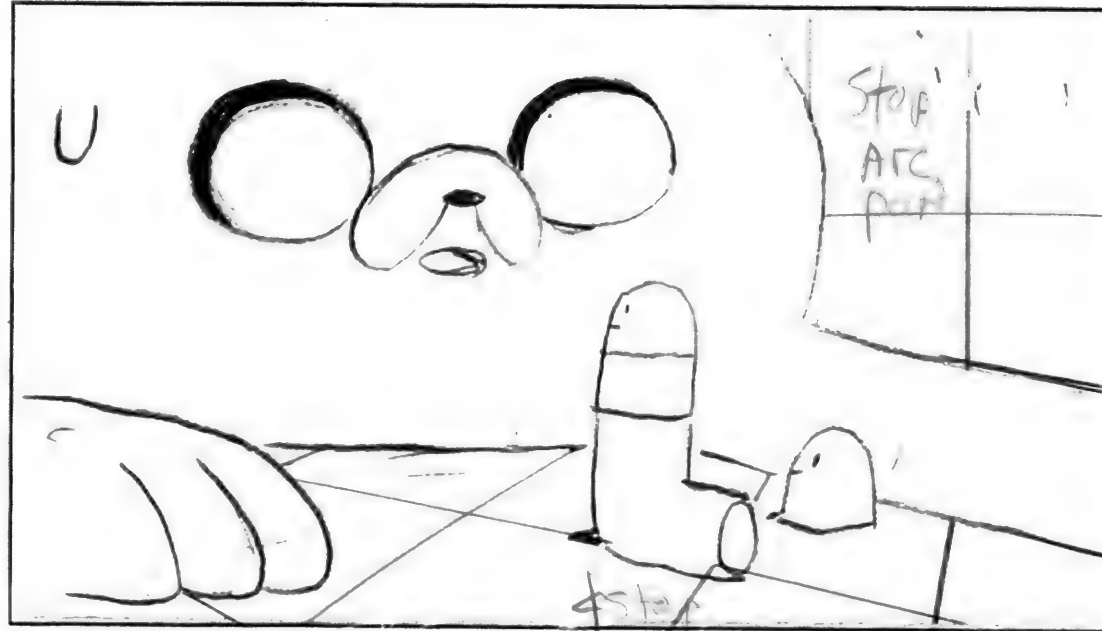


Page **54**

Sc. **27 CONT** Pnl. **G**

Bg.

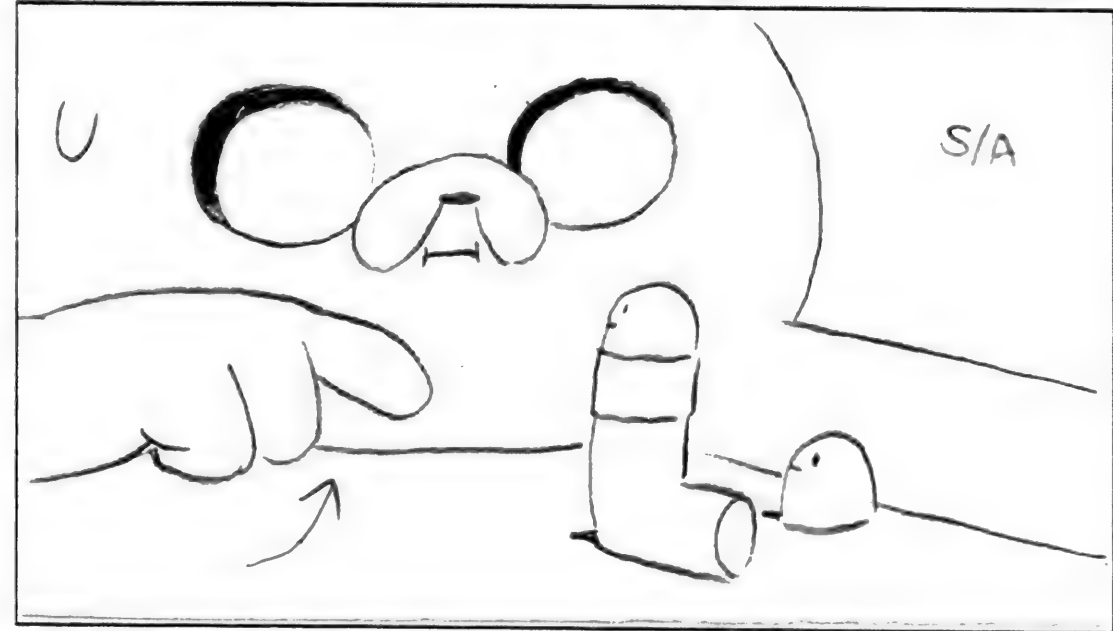
day night



Sc. **27 CONT** Pnl. **H**

Bg.

day night



Dialog:

J: WHAT'S GOING ON
THERE : : : .

J:

Action:

- J. LEANS DOWN.

- ADJ. W / ACTION

- J. LIFTS HAND.

Timing:

FEB 10 2014

EPISODE # 1025-172

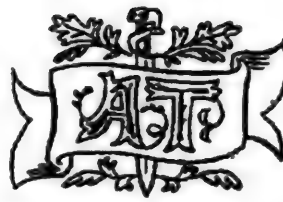
Production :

1025/172

1025/172

1025/172

ADVENTURE TIME

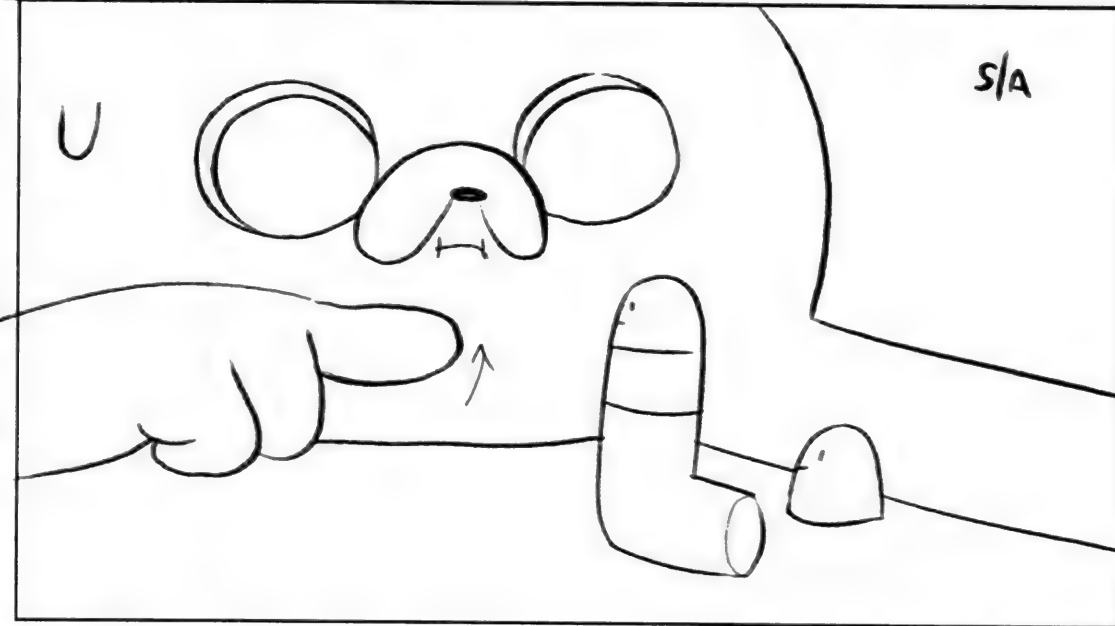


Page **55**

Sc. **27 CONT** Pnl. **I**

Bg.

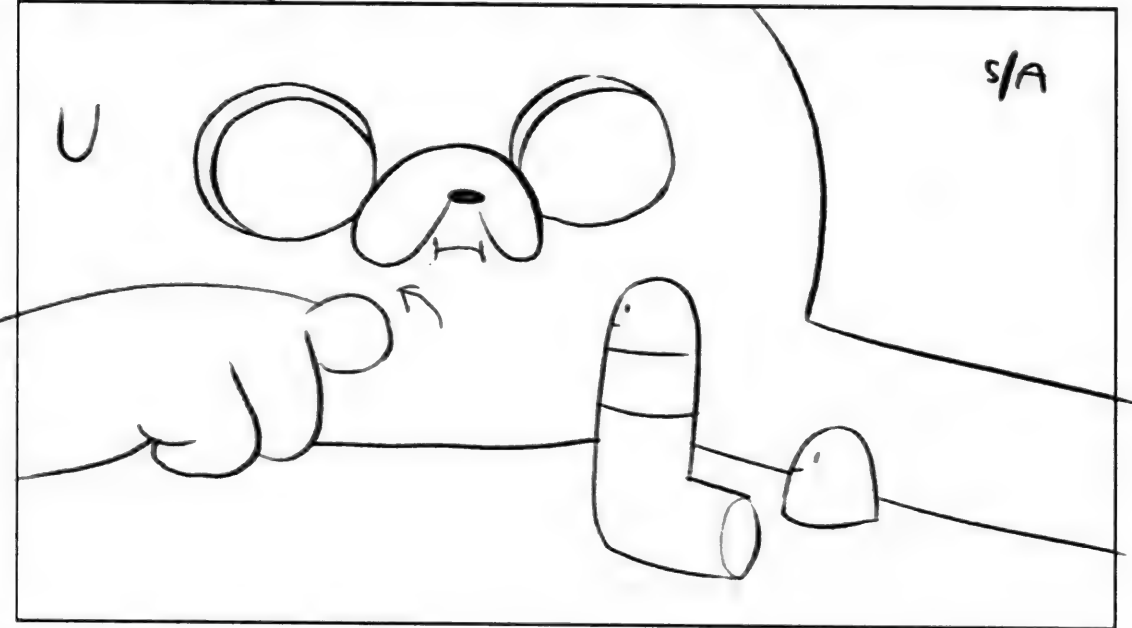
day night



Sc. **27 CONT** Pnl. **J**

Bg.

day night



Dialog:

Action:

- J. MAKES CIRCULAR MOTION W/ INDEX FINGER.

Timing:

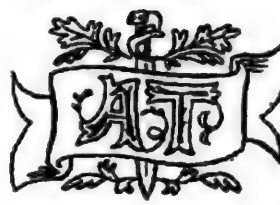
FEB 10 2014

Production :

EPISODE # 1025-172

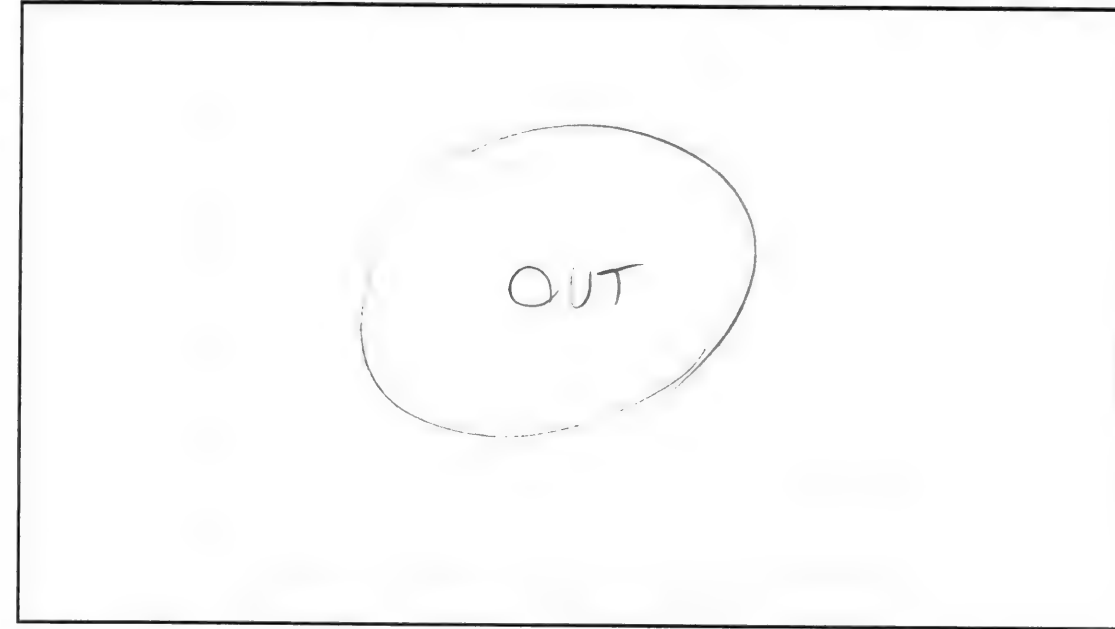
1025/172

ADVENTURE TIME

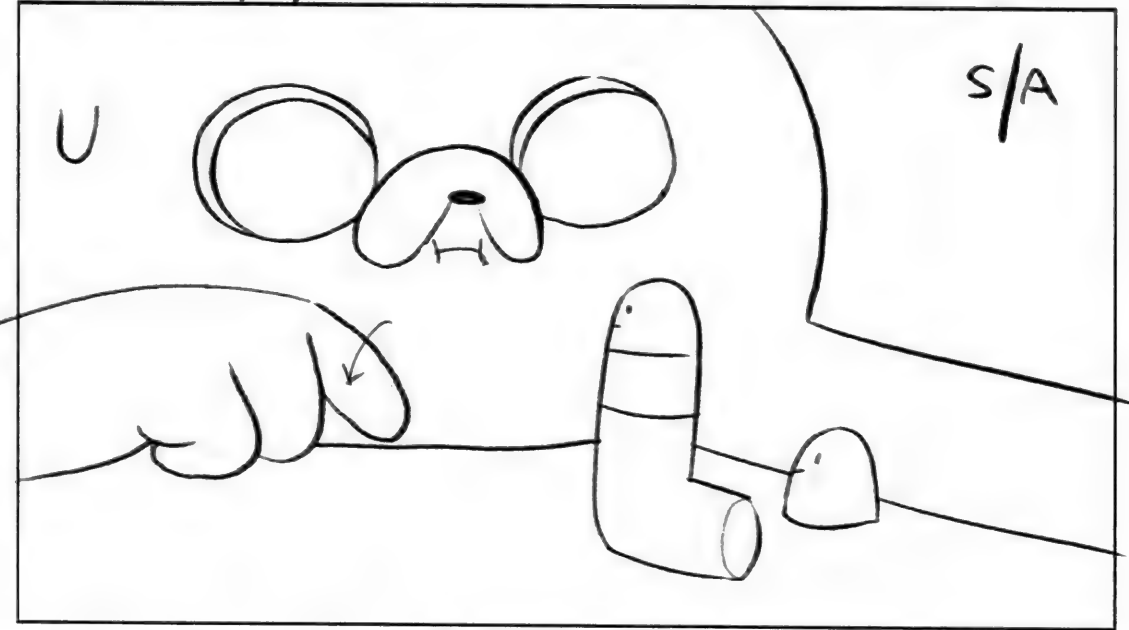


Page **56**

Sc. Pnl. Bg. day night



Sc. **27 CONT** Pnl. **K** Bg. day night



Dialog:
Action:
Timing:

FEB 10 2014

1025/172

EPISODE # 1025-172

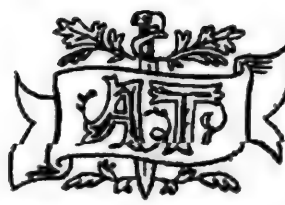
1025/172

Production :

1025/172

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ADVENTURE TIME



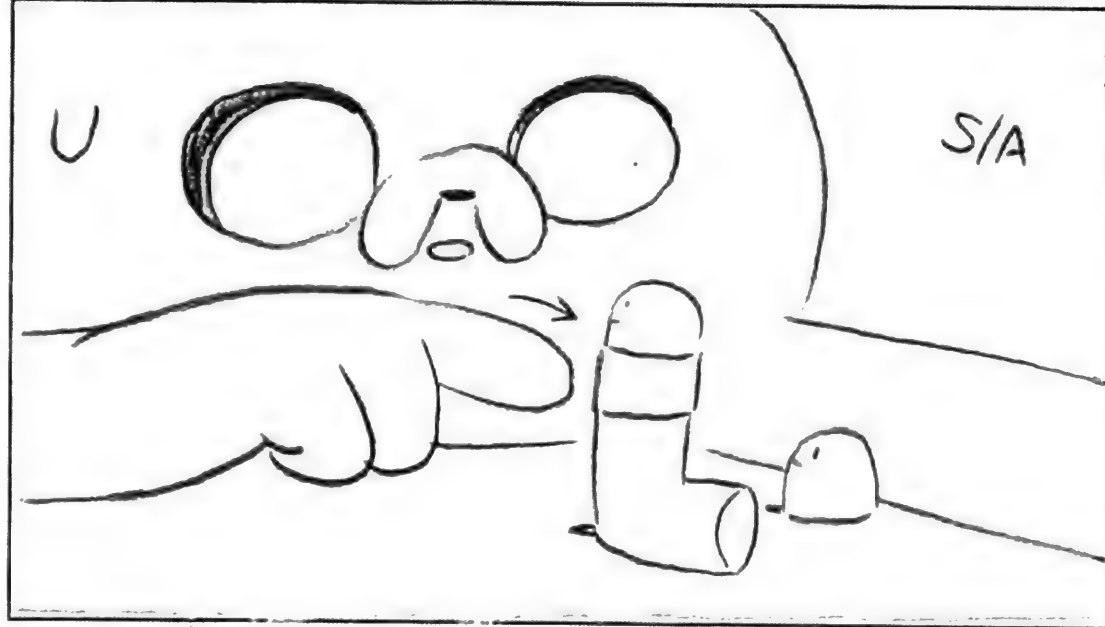
Handwritten notes:
H
Cut

Page **59**
day night

Sc. **27 CONT** Pnl. **L**

Bg.

day night

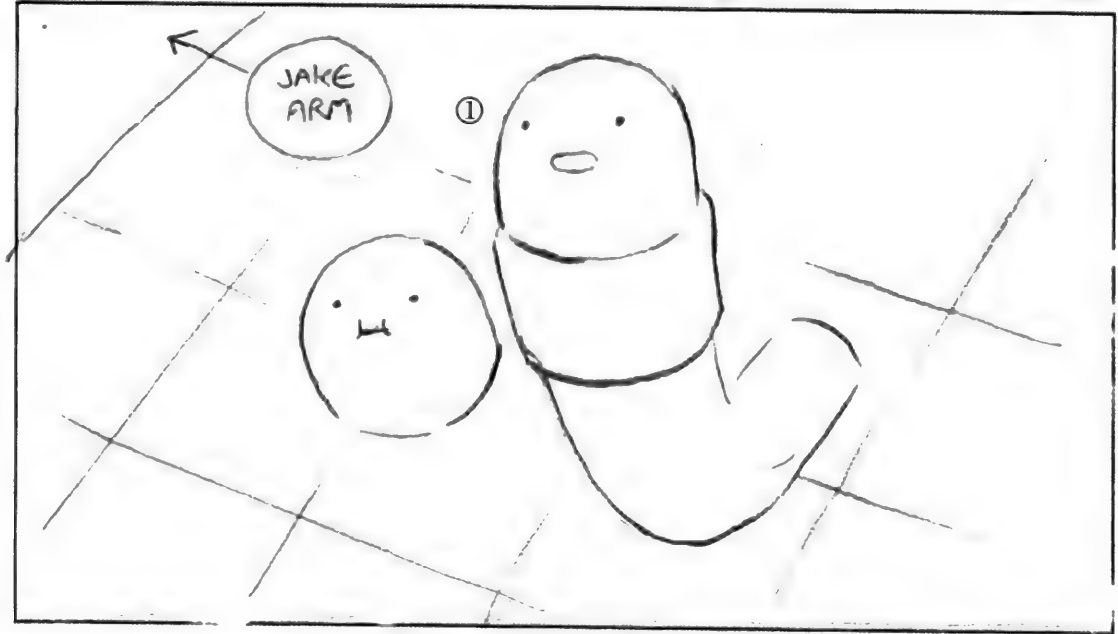


Sc. **28**

Pnl. **A**

Bg.

day night



Dialog:

J: WITH YOUR BUTT.

S: (QUICK) 'SFINE, I WAS GOOFING OFF... GOT HURT-

Action:

-J. POINTS

Timing:



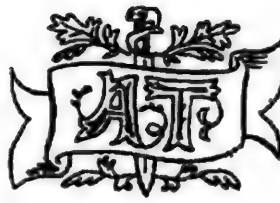
FEB 10 2014

EPISODE # 1025-172

Production :

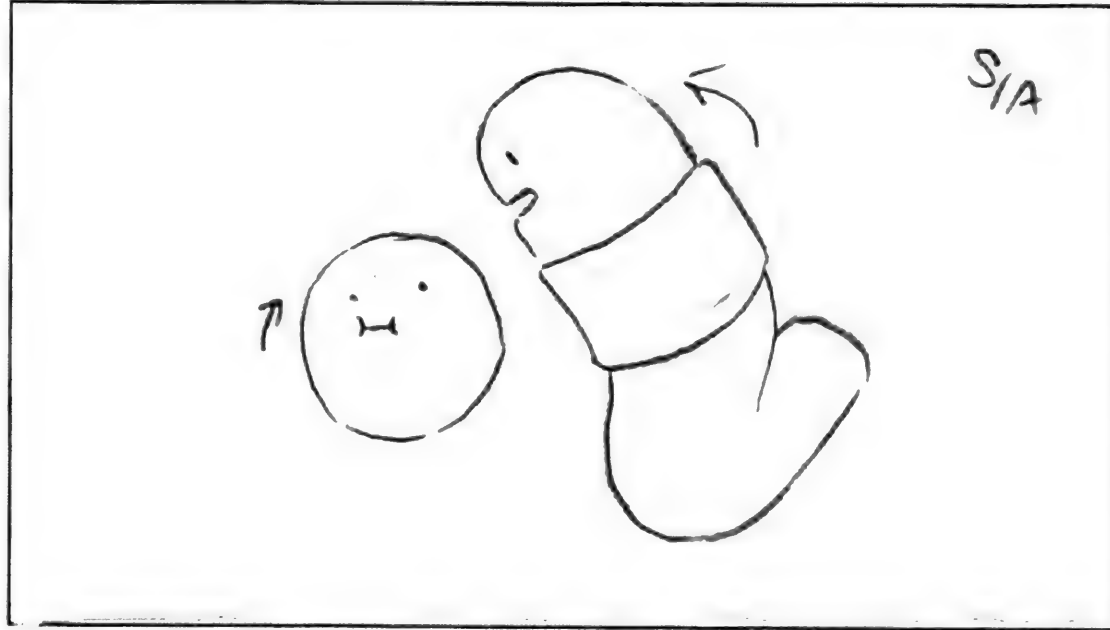
1025/172

ADVENTURE TIME

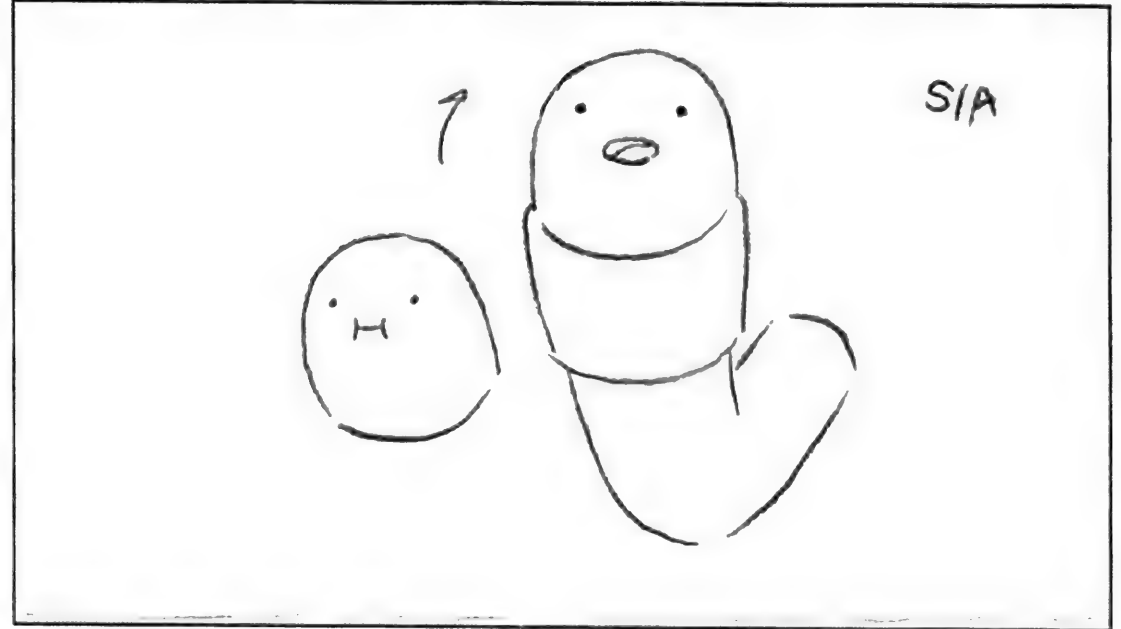


Page **58**

Sc. **28 CONT** Pnl. **B** Bg. day night



Sc. **28 CONT** Pnl. **C** Bg. day night



Dialog:

S: NOW I GOT A
LITTLE BROTHER ...

Action:

S: I NAMED
HIM KENT.

Timing:

FEB 10 2014

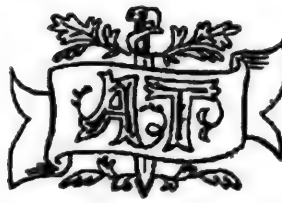
EPISODE # 1025-172

Production :

1025/172

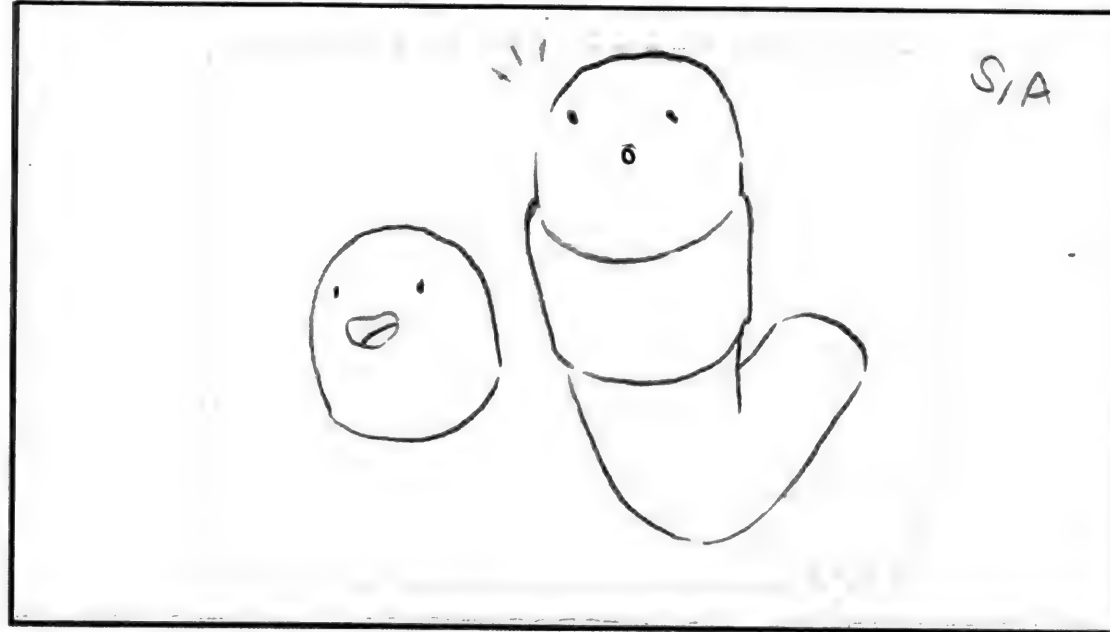
1025/172

ADVENTURE TIME



Sc. 28 CONT Pnl. D Bg.

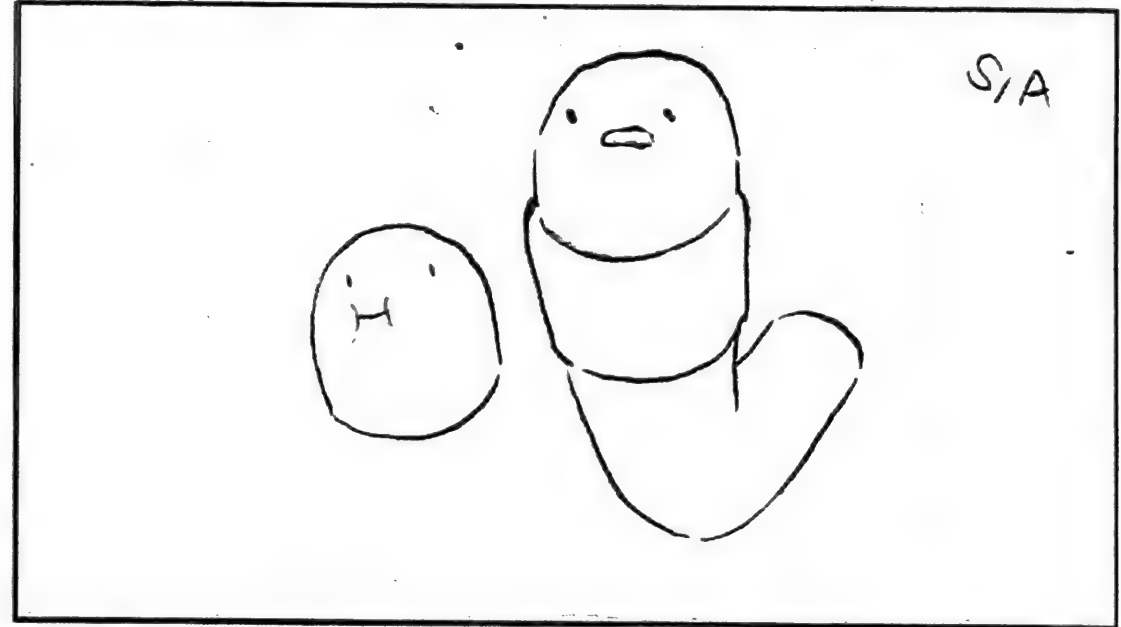
day night



Sc. 28 CONT Pnl. E

Bg.

day night



Dialog:

K: I AM KENT!

S: WHOA - A TALKING BROTHER.

Action:

Timing:

FEB 10 2014

Production :

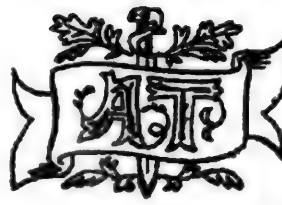
Page 59

EPISODE # 1025-172

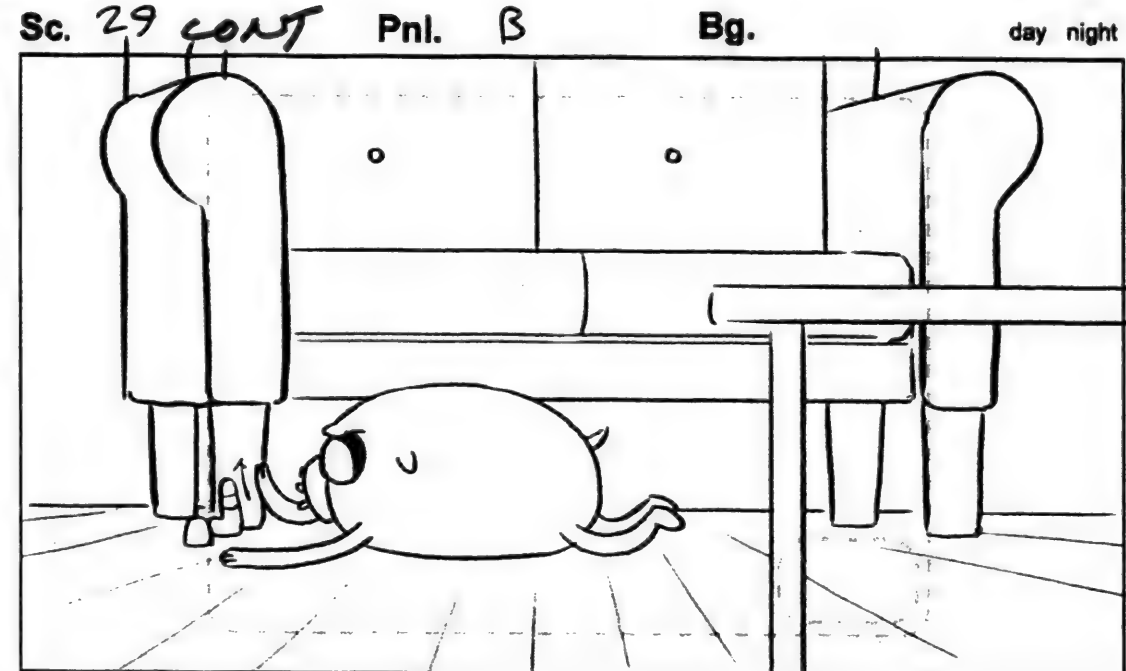
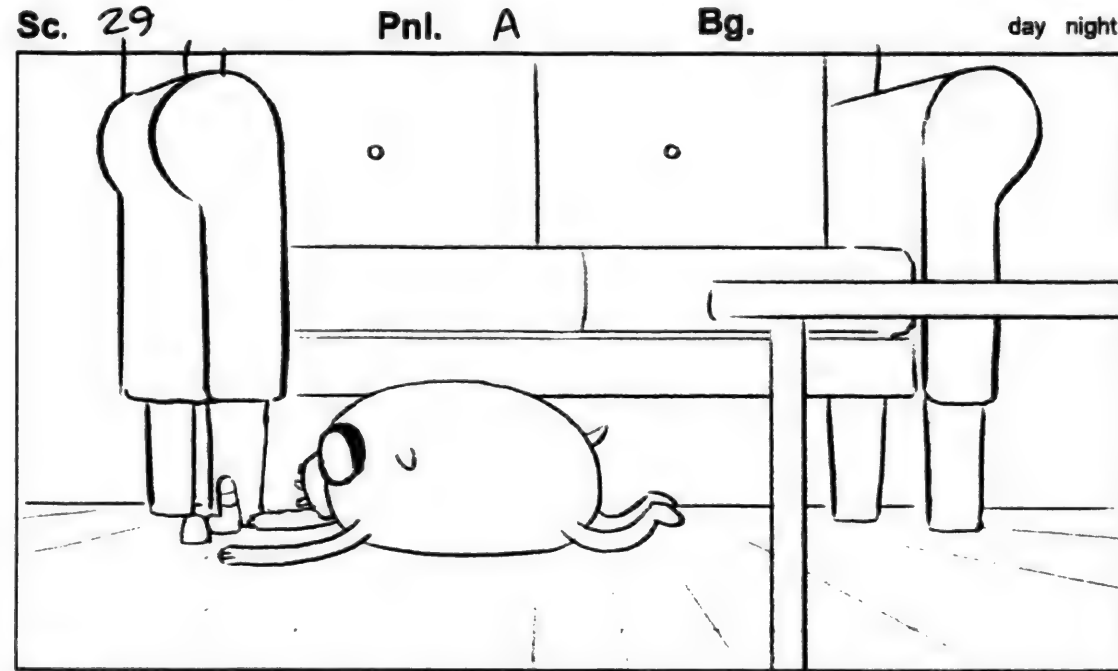
1025/172

1025/172

ADVENTURE TIME



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Dialog:

J: WAIT --

J: YOU CAN CHOP UP A WOIM
AND GET TWO ?

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

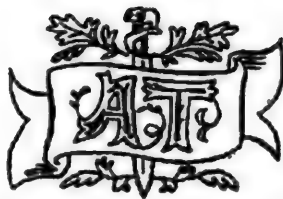
Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



Handwritten initials 'HV' and 'CUT'.

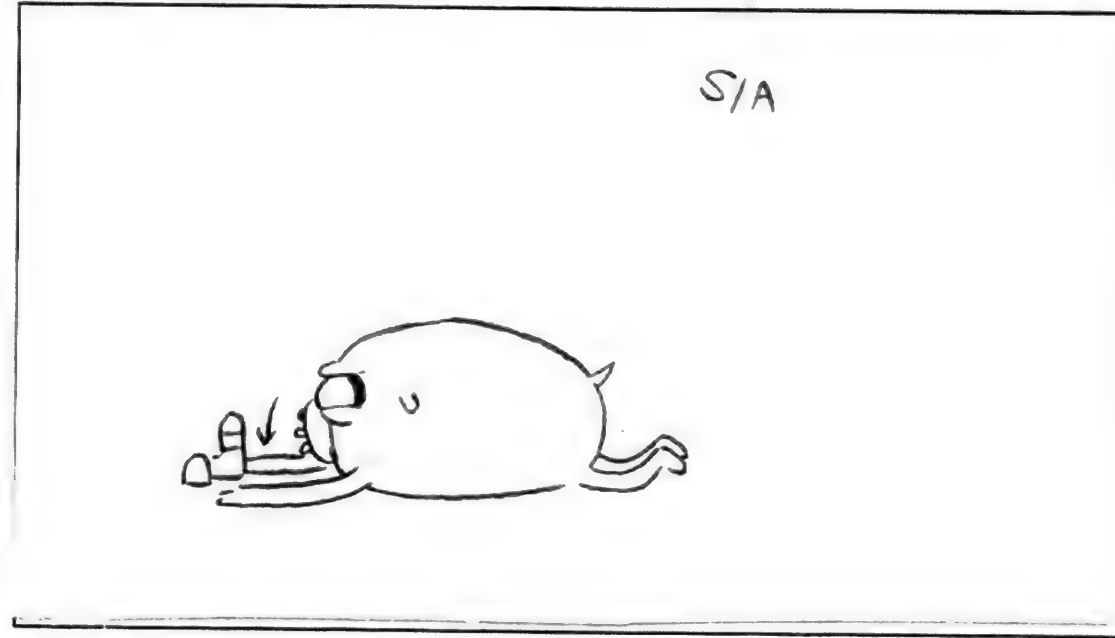
Page 61

Sc. 29 *cont*

Pnl. C

Bg.

day night

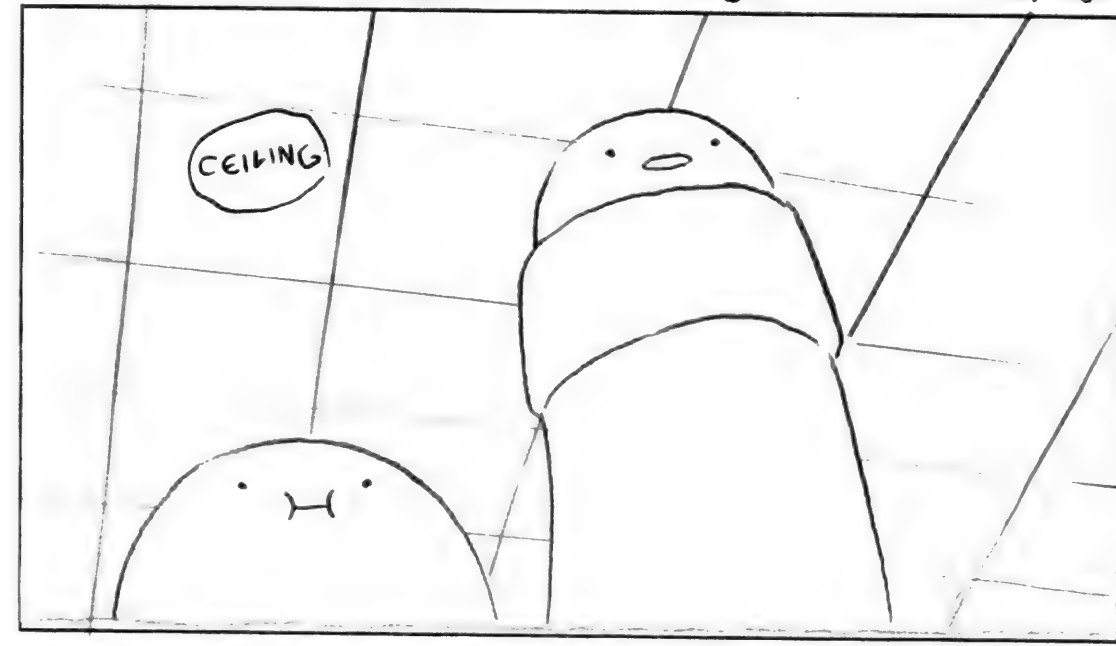


Sc. 30

Pnl. A

Bg.

day night



Dialog:

J: I THOUGHT THAT
WAS A MYTH.

S: MYTH IS A
POWERFUL FORCE
IN MY LIFE, DUDE

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

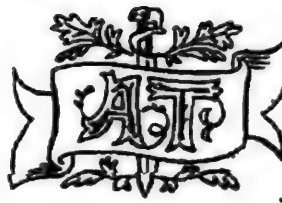
Production :

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1025/172

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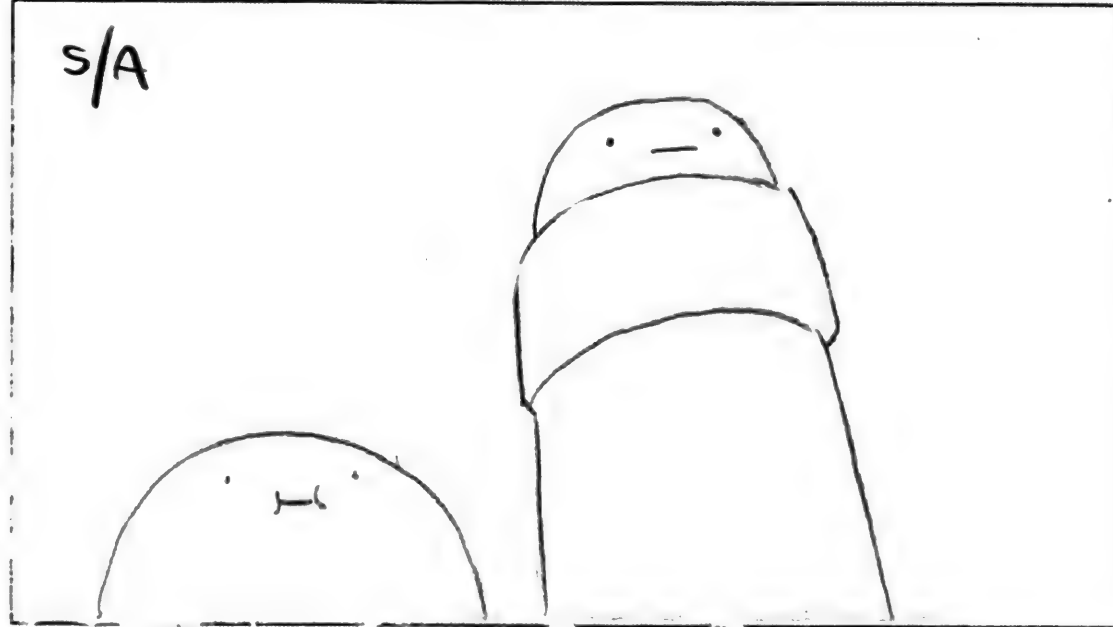
ADVENTURE TIME



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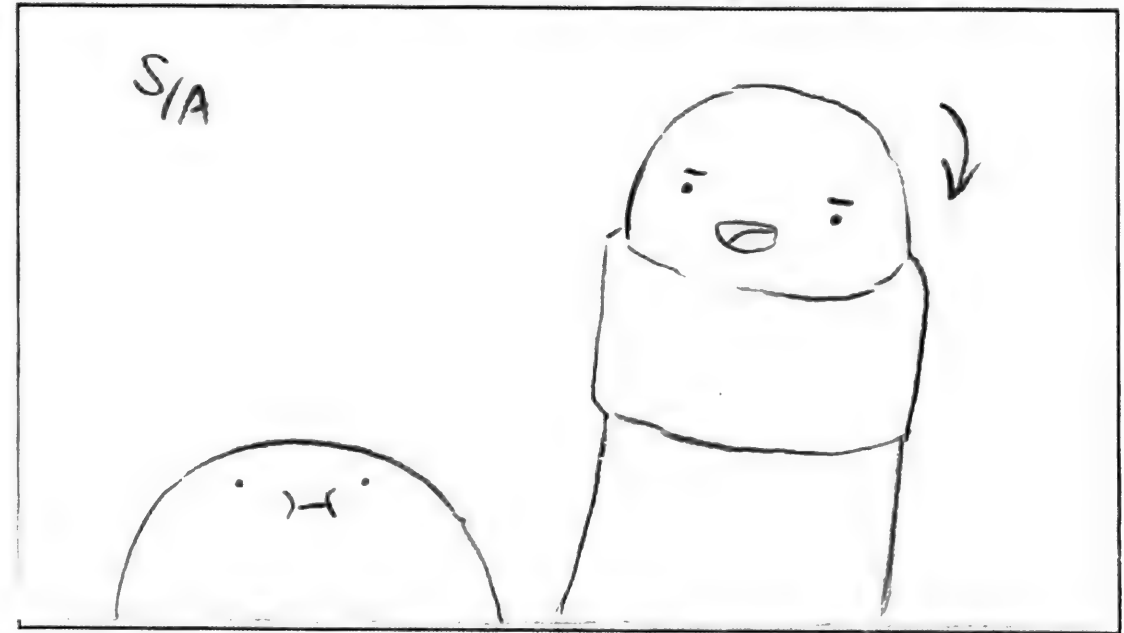
Sc. 30 *CONT* Pnl. B Bg.

day night



Sc. 30 *CONT* Pnl. C Bg.

day night



Dialog:

S: SO- THING IS...

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

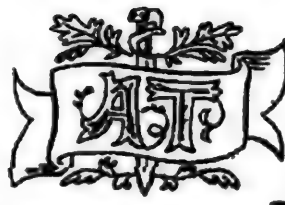
Production :

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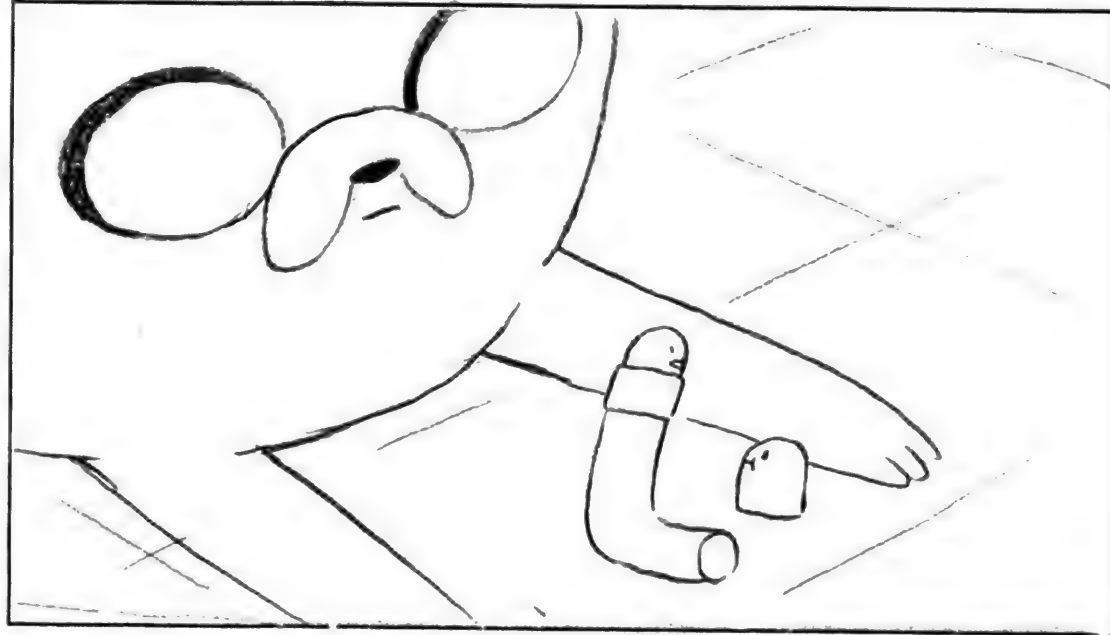
Page 63

Sc. 31

Pnl. A

Bg.

day night

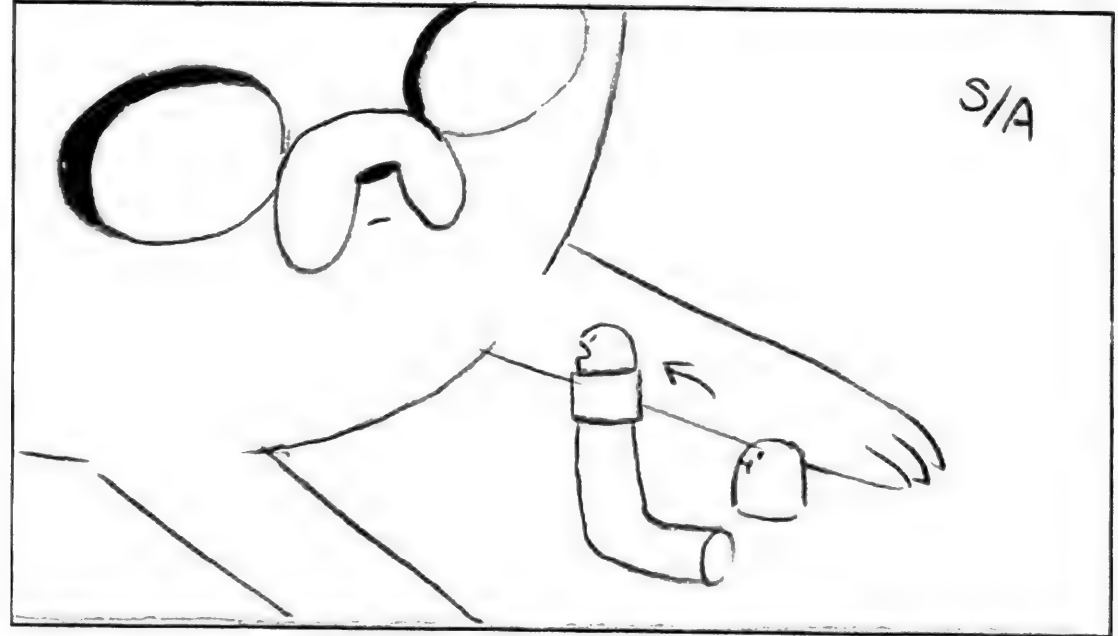


Sc. 31 *cont*

Pnl. B

Bg.

day night



Dialog:

S: I DON'T KNOW
BEANS ABOUT
BEING A BIG BROTHER...

S: CAN YOU GIVE ME SOME TIPS.

Action:

Timing:



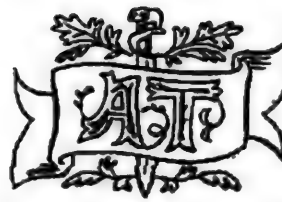
EPISODE # 1025-172

1025/172

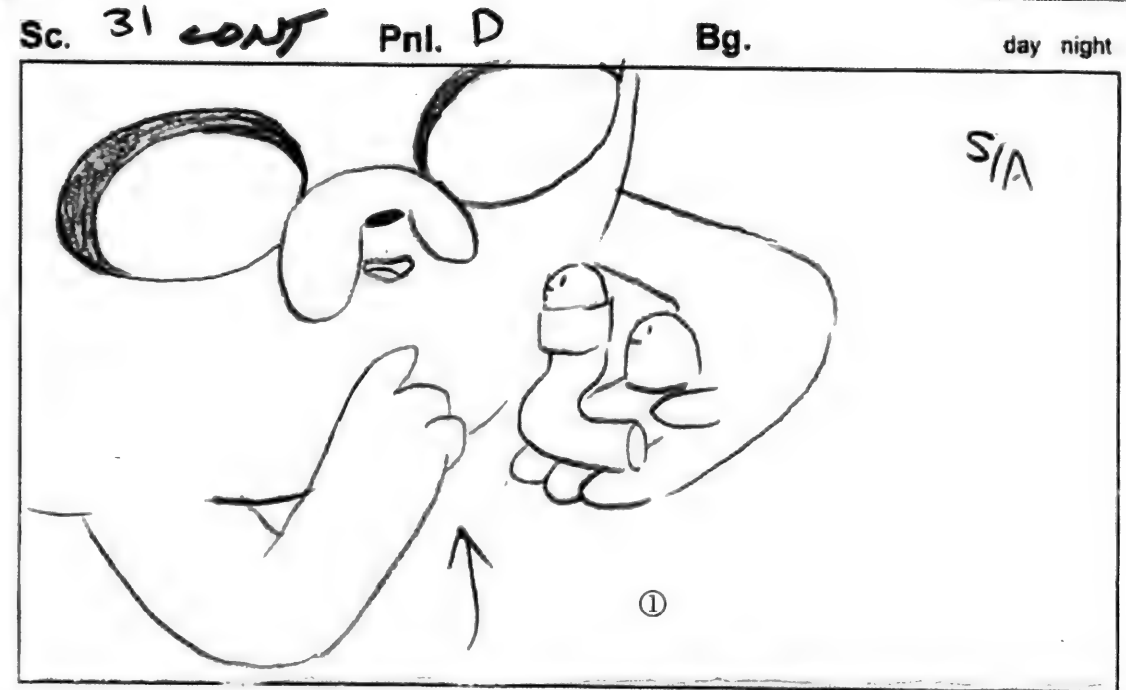
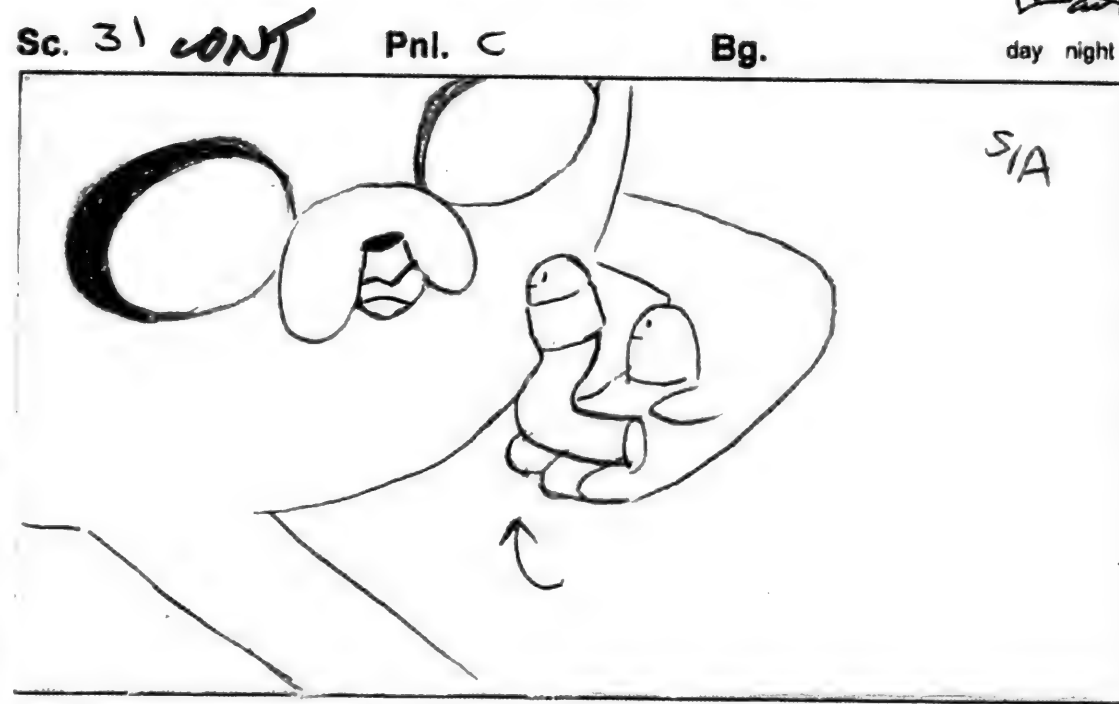
Production :

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ADVENTURE TIME



Page 64
day night



Dialog:

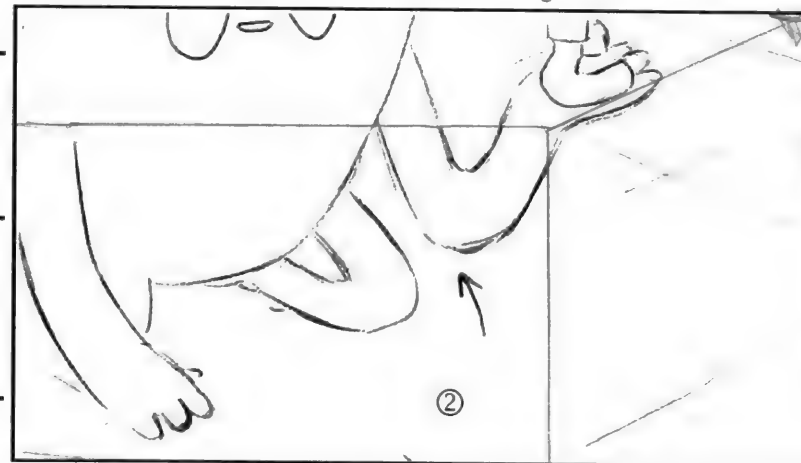
J: EH, IT'S EASY...

Action:

-J. PICKS UP S + K

Timing:

J: YOU JUST GIVE
'EM SOMETHING SHARP...



(DI)

FEB 10 2014

Production :

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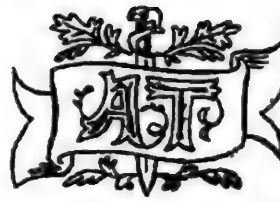
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1025/172

HW
Curt

ADVENTURE TIME



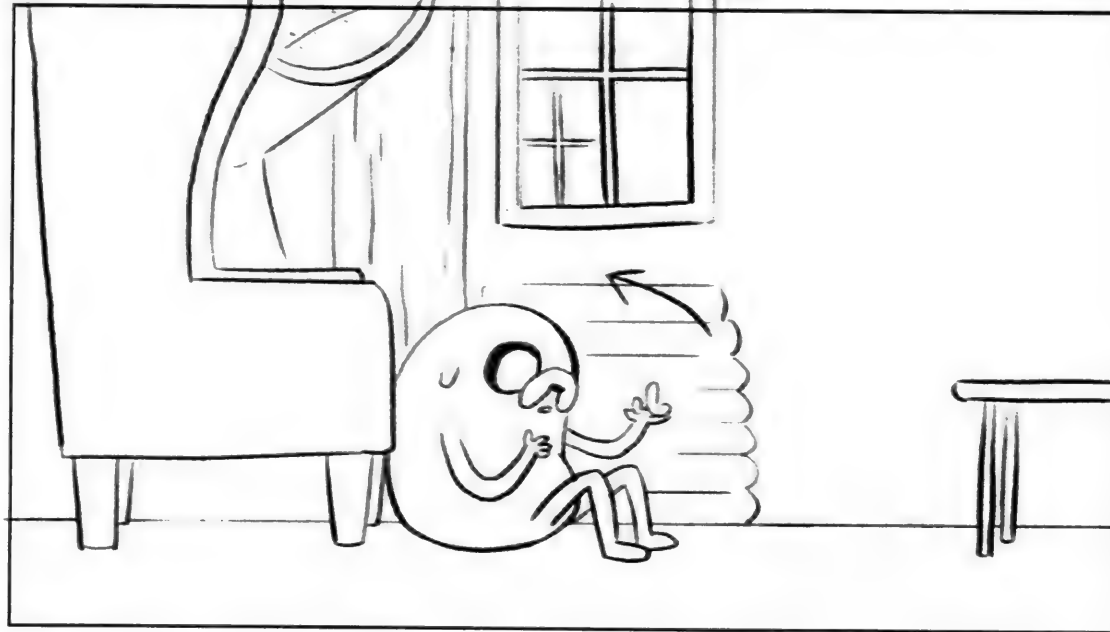
Page 65

Sc. 32

Pnl. A

Bg.

day night

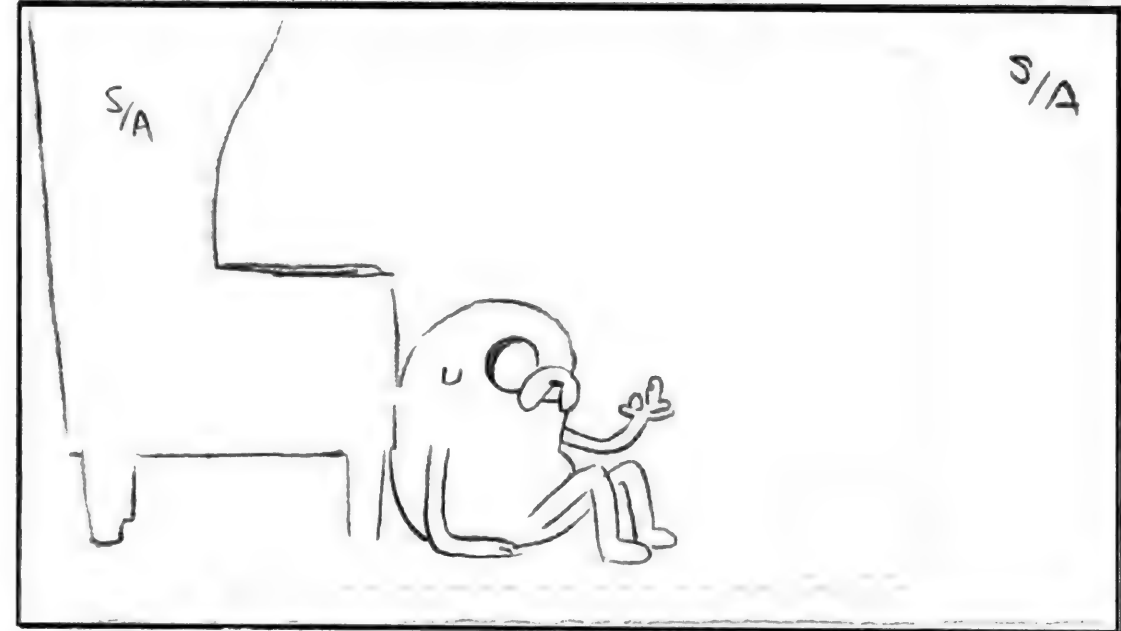


Sc. 32 *cont*

Pnl. B

Bg.

day night



Dialog:

J: AND GET 'EM
TO FIGHT BAD GUYS...

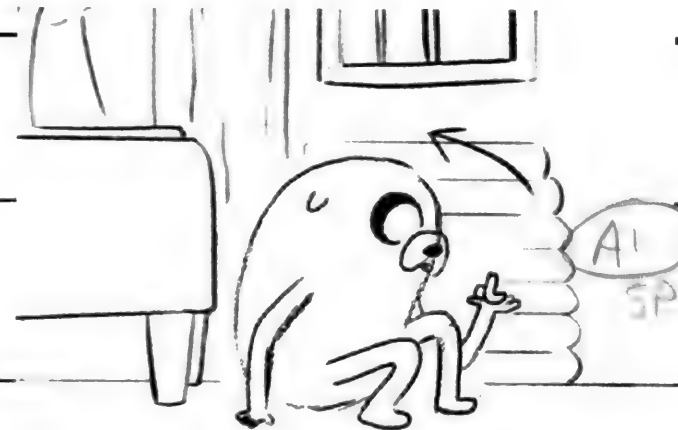
Action:

- J. SIT'S BACK
AGAINST COUCH

Timing:

S: THAT'S IT?

FEB 10 2014



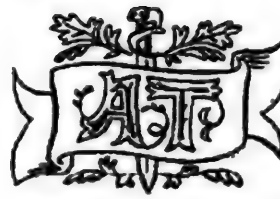
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Production :

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ADVENTURE TIME



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Sc. 32 *CONT* Pnl. C

Bg.

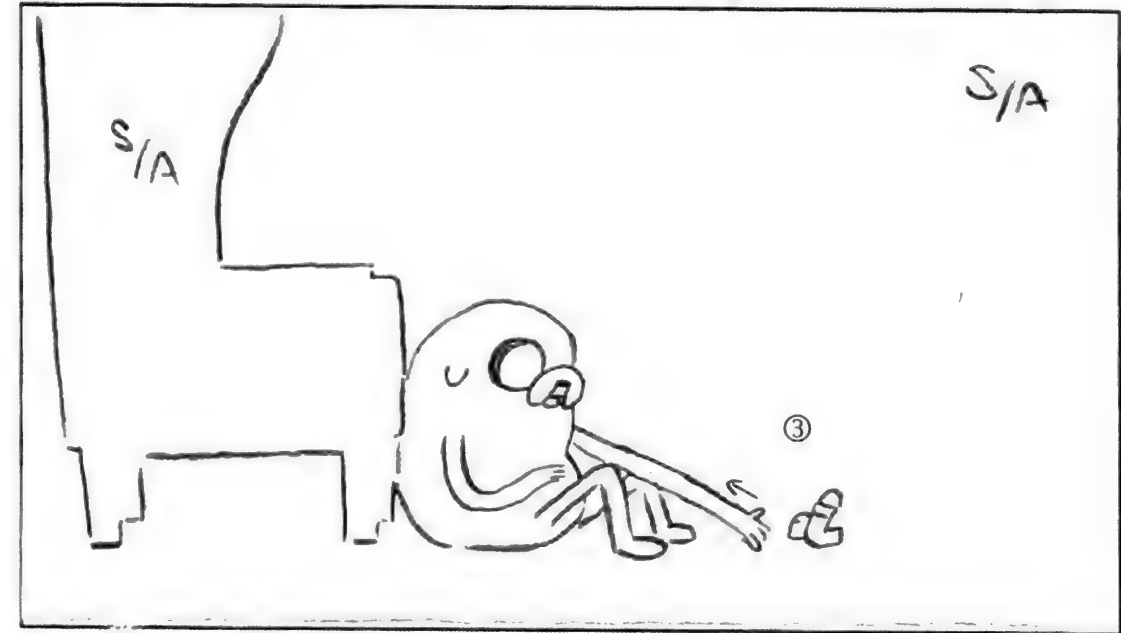
day night



Sc. 32 *CONT* Pnl. D

Bg.

day night



Dialog:

J: YOU MIGHT HAVE
TO STRETCH ALL BIG IF
THEY GET IN REAL TROUBLE-

Action:

J: BUT YEAH...

- J. PUTS DOWN S+K.

Timing:

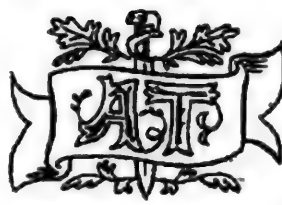


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Production :

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ADVENTURE TIME

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Sc. 33

Pnl. A

Bg.

day night

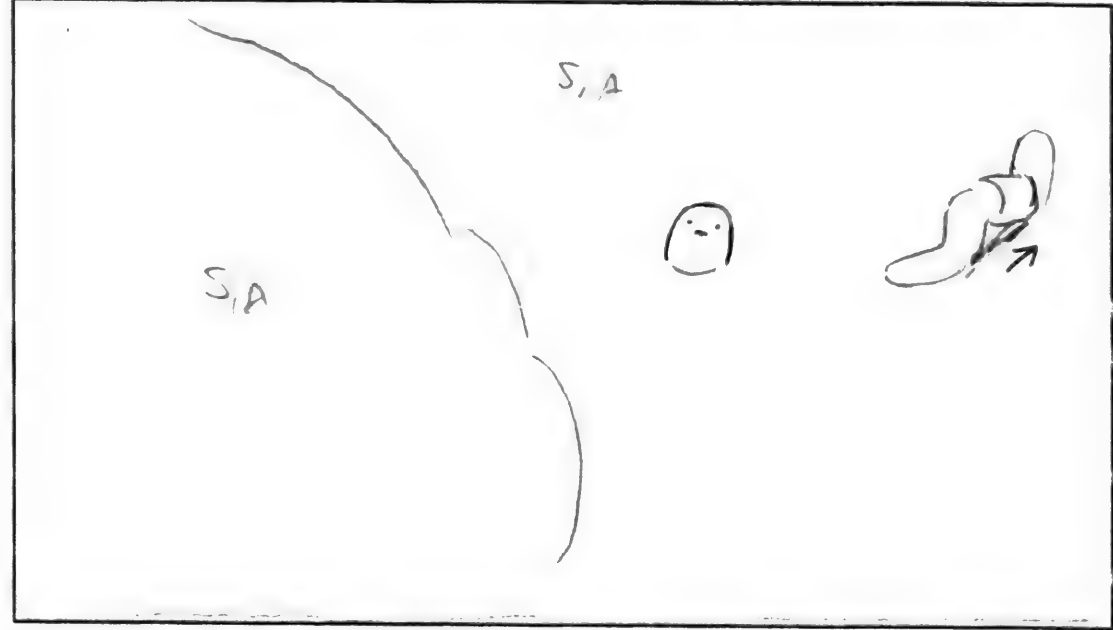


Sc. 33 CONT

Pnl. B

Bg.

day night

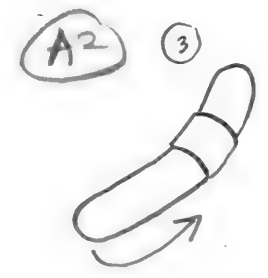
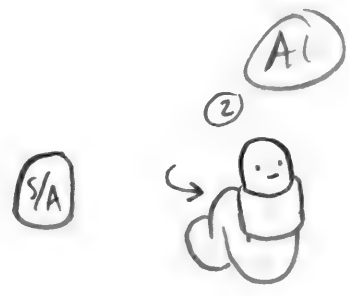


Dialog:

S: ALRIGHT SOUNDS
GOOD.

Action:

Timing:



- SHELBY WRIGGLES AWAY

FEB 10 2014

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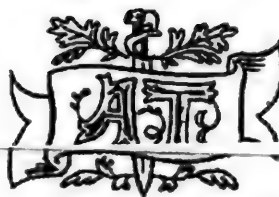
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ADVENTURE TIME



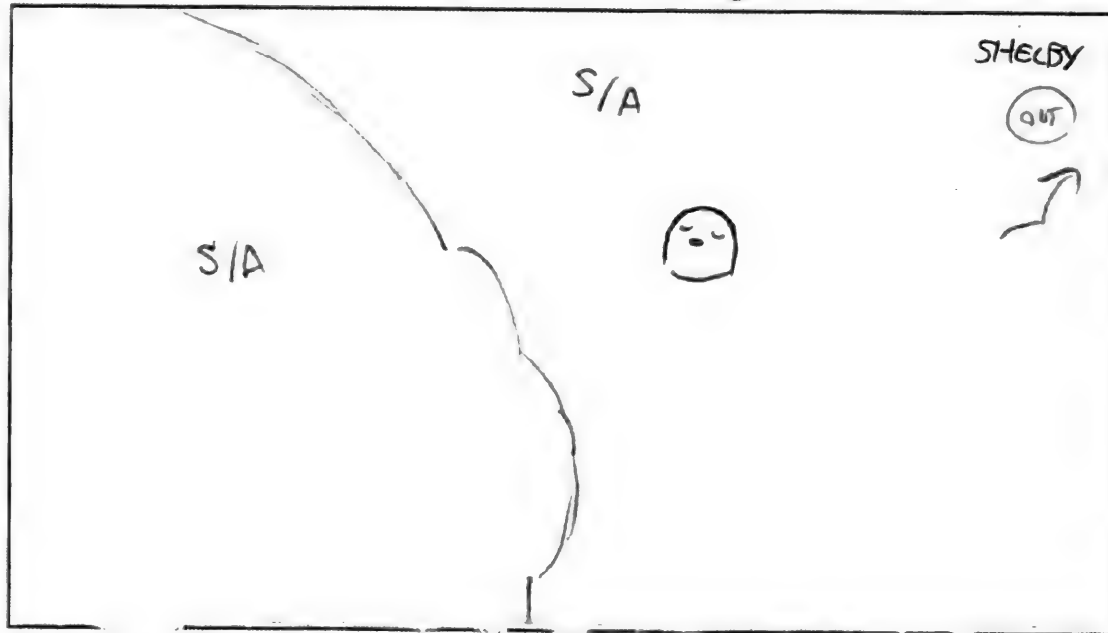
Page 68

Sc. 33 *CONT*

Pnl. C

Bg.

day night



Sc. 33 *CONT*

Pnl. D

Bg.

day night



Dialog:

K: SOME DAY, YOU'LL
BE KENT'S FOOD

K: HA-HA!

Action:

- KENT BOUNDS OFF

Timing:

FEB 10 2014

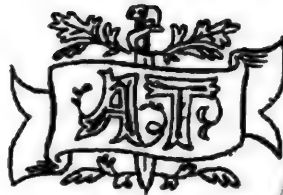
EPISODE # 1025-172

1025/172

Production :

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ADVENTURE TIME



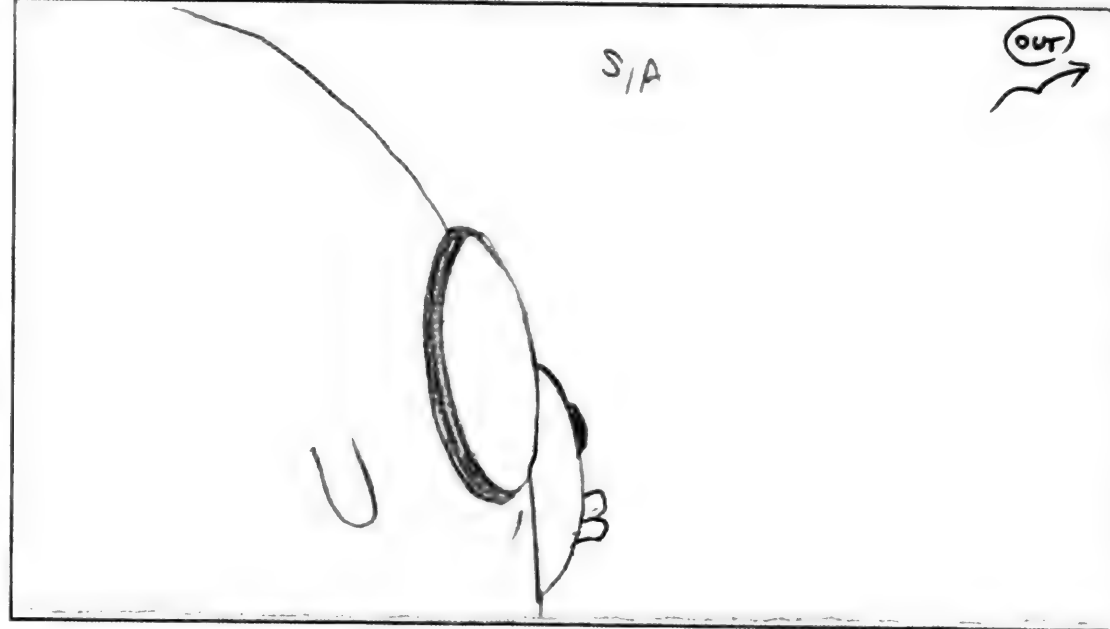
Cut to wire to part

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Sc. 33 CONT Pnl. E

Bg.

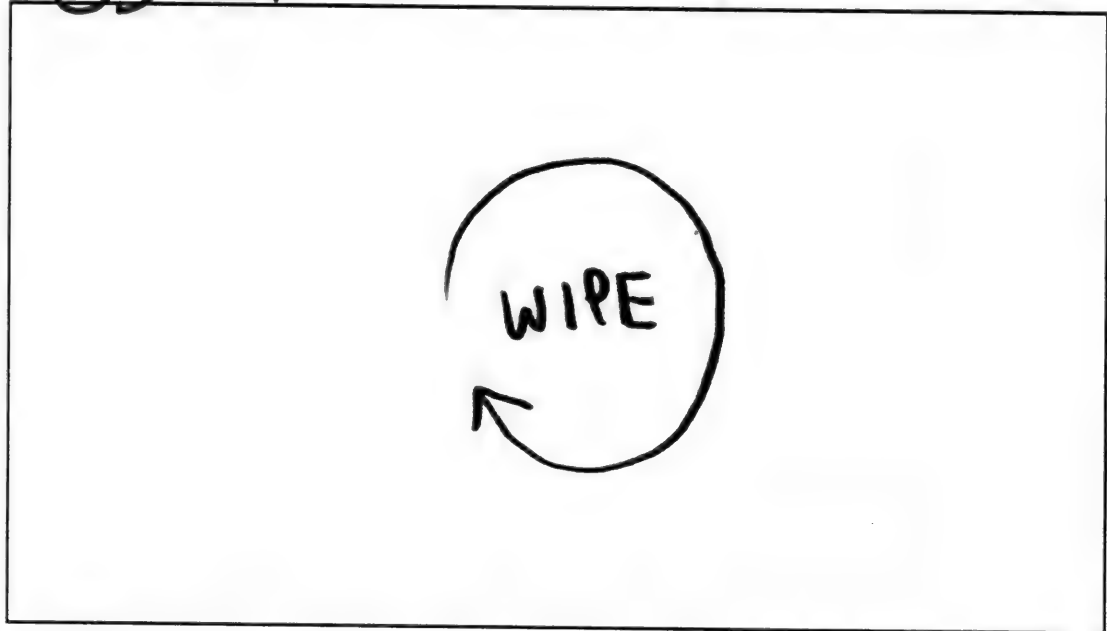
day night



Sc. 33 CONT Pnl.

Bg.

day night



Dialog:

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

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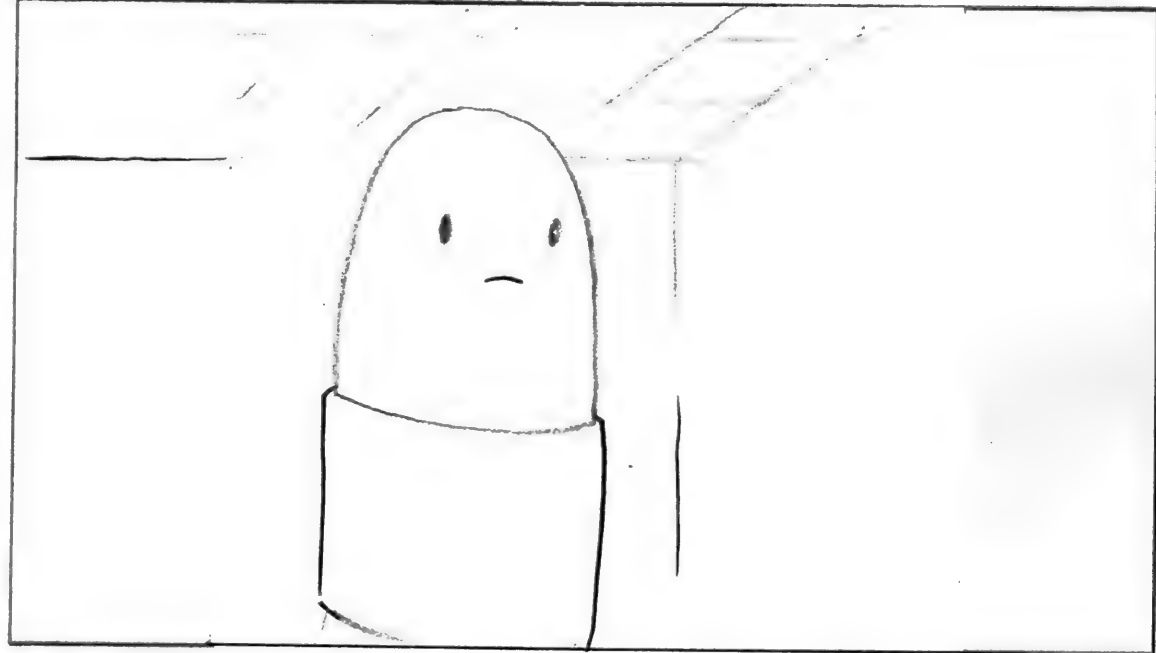
1025/172

Cut off

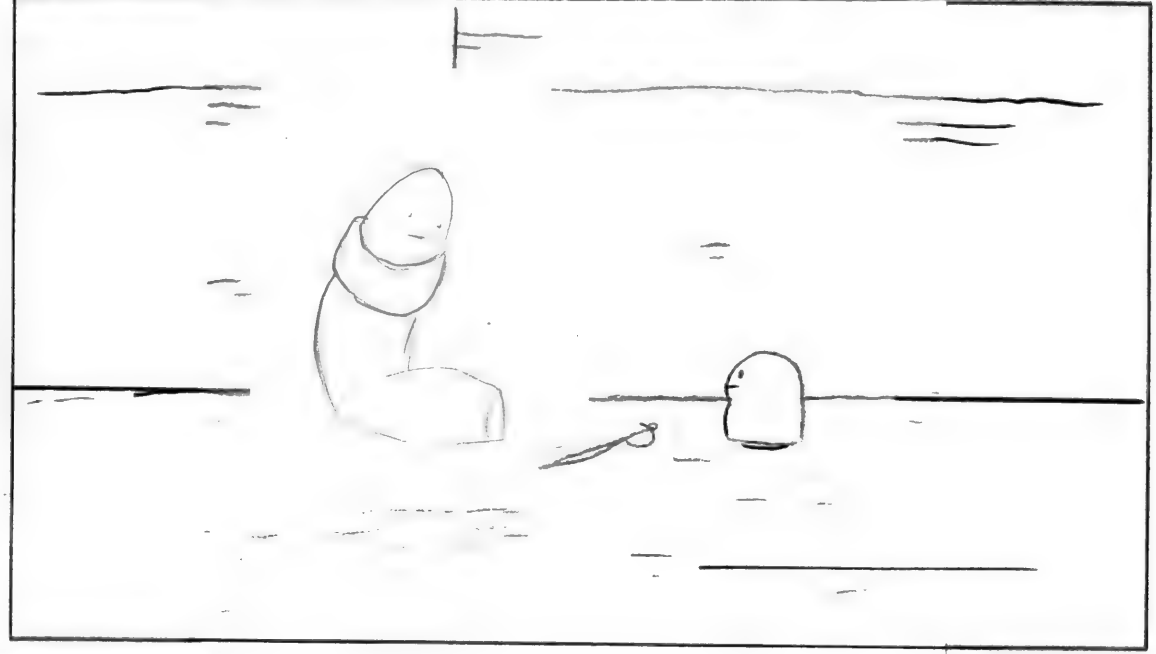
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	
...	
Action:	-SHELBY LOOKS DOWN AT SWORD
Timing:	



AD s.p.

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ADVENTURE TIME



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Sc. 35 *cont*

Pnl. B

Bg.

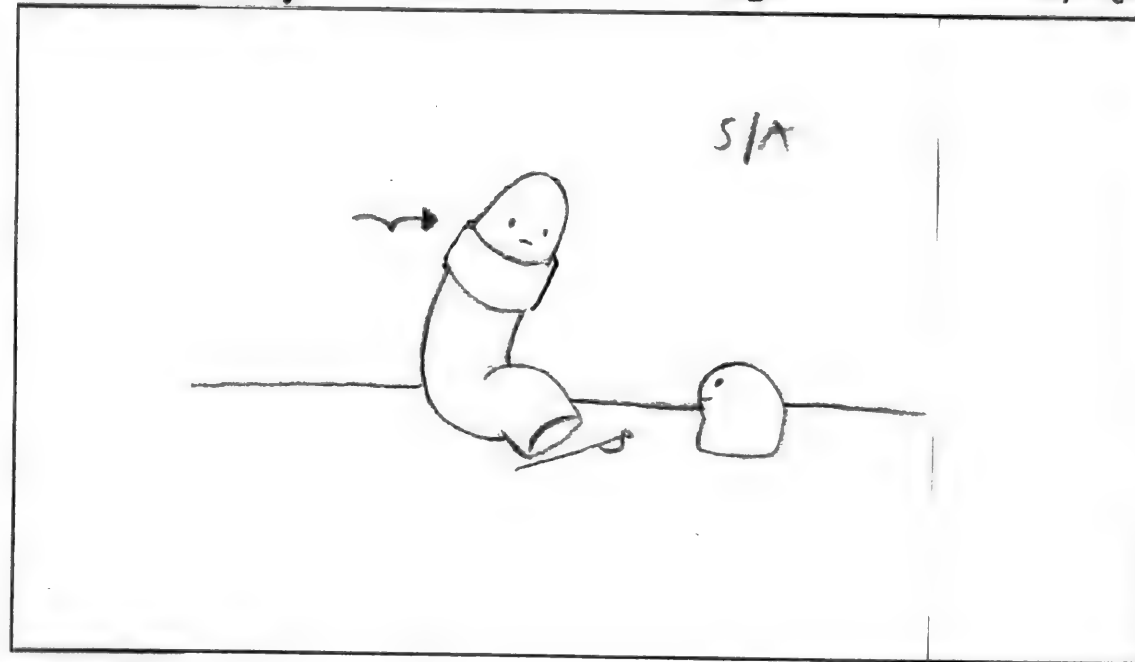
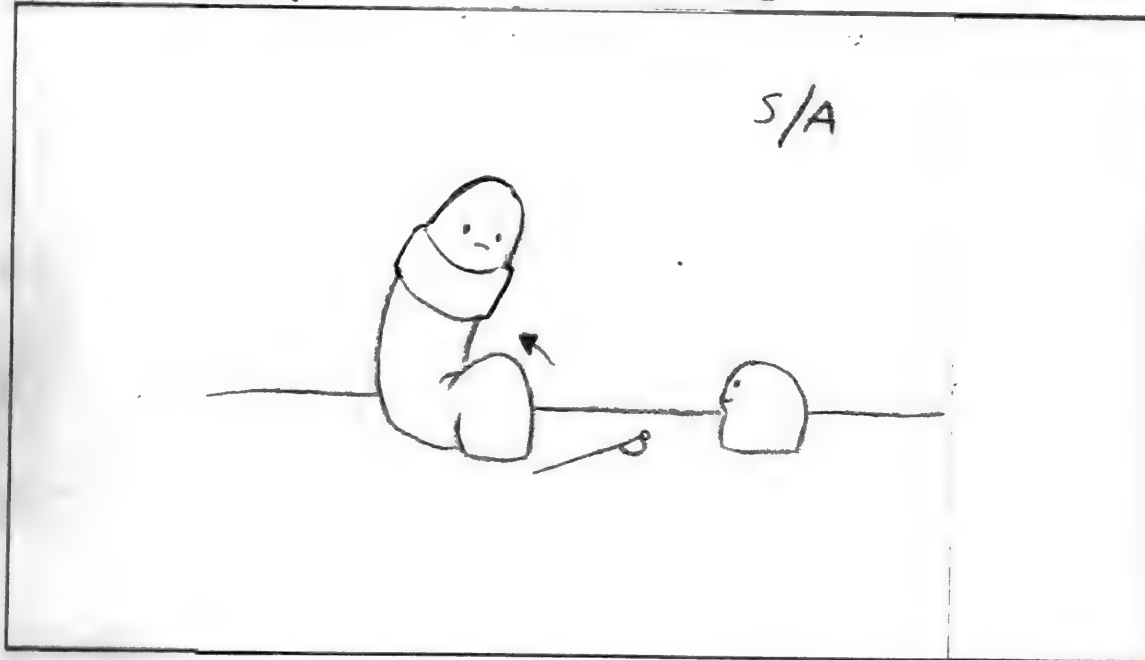
day night

Sc. 35 *cont*

Pnl. C

Bg.

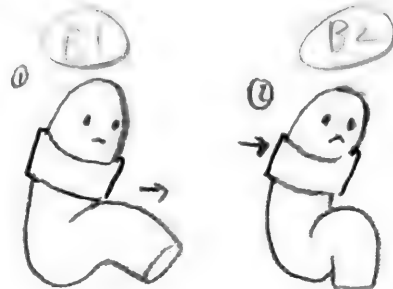
day night



Dialog:

Action:

Timing:



- SHELBY SCOOTs TOWARD SWORD

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Production :

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Ho
Cont

ADVENTURE TIME



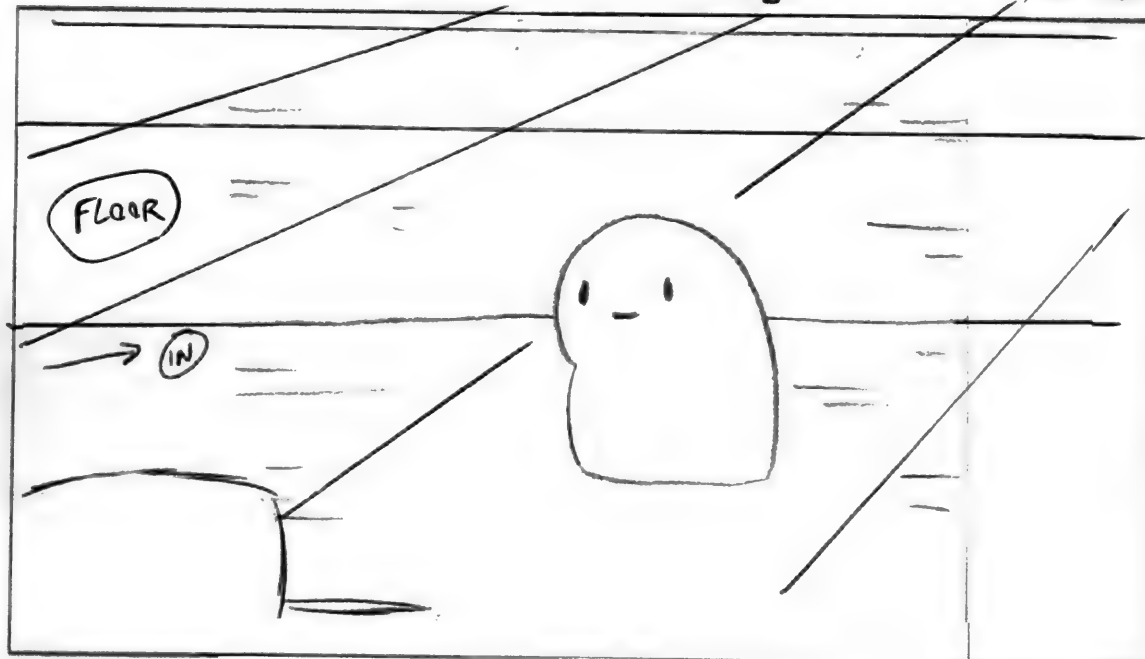
Page 72

Sc. 36

Pnl. A

Bg.

day night

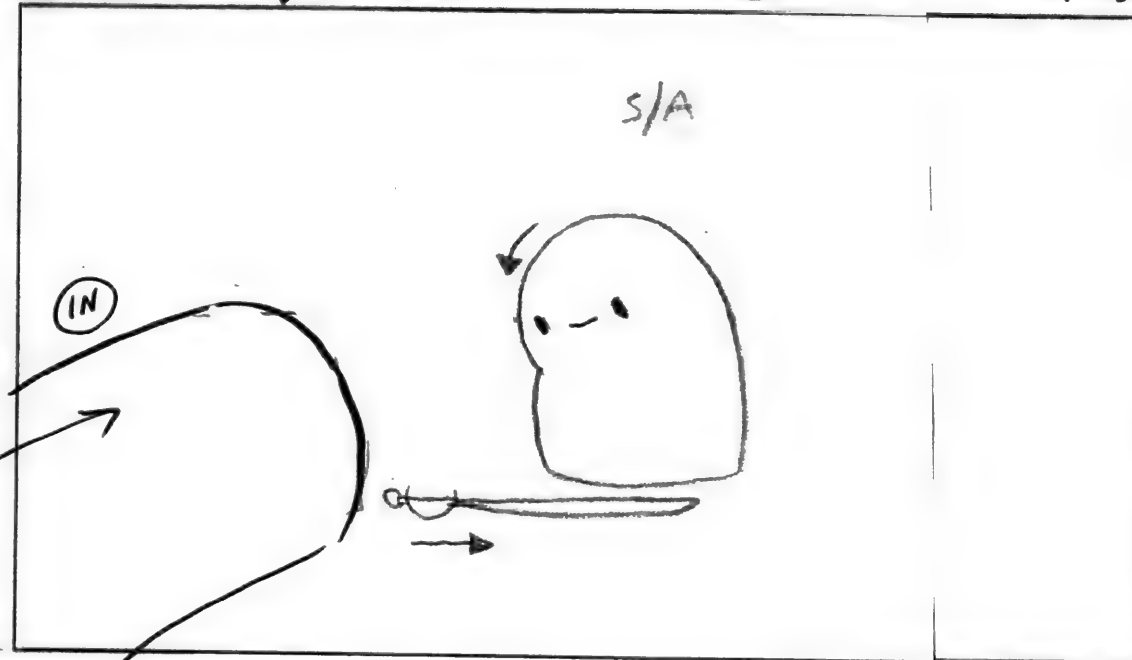


Sc. 36 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

SFX: * SCOOTCH *

- SHELBY PUSHES IN SWORD
- KENT LOOKS DOWN AT SWORD

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Production :

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ADVENTURE TIME



Sc. 36 *CONT*

Pnl. C

Bg.

day night

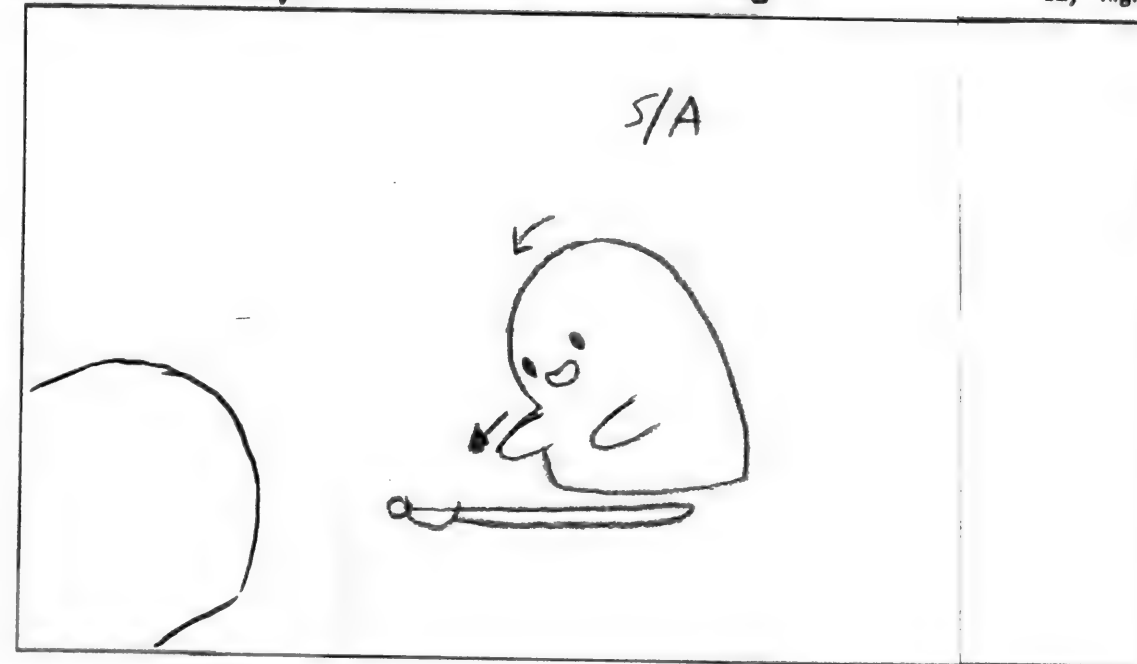
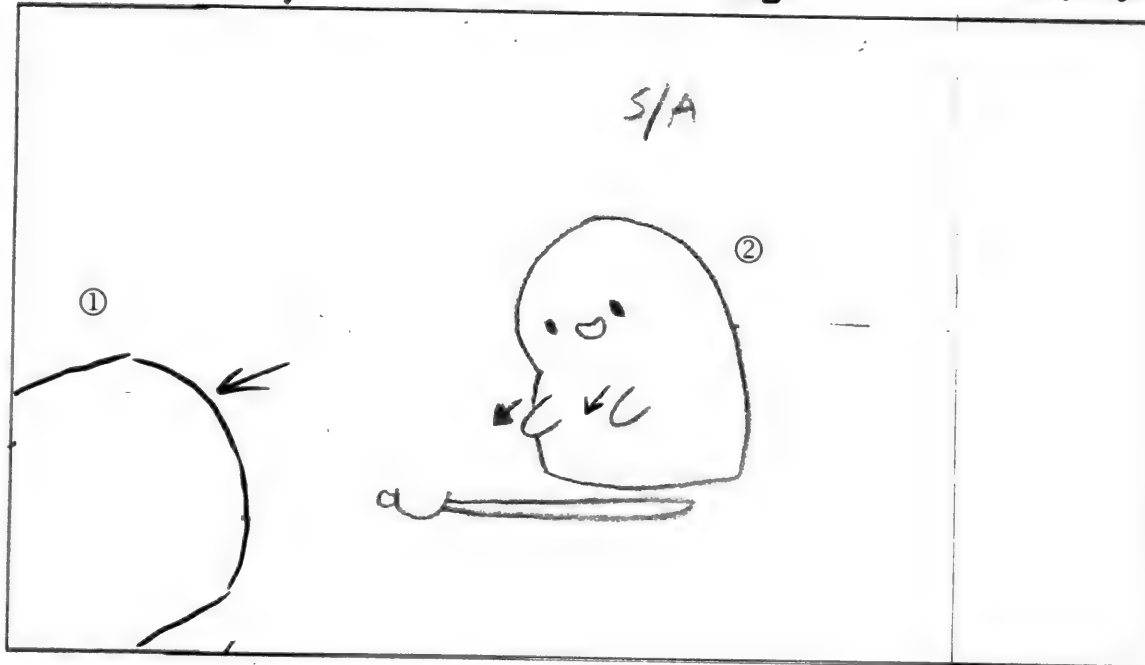
Sc. 36 *CONT*

Pnl. D

Bg.

Page 73

day night



Dialog:

K: OOH! WOW! (C) (D)

SFX: * Pop - Pop *

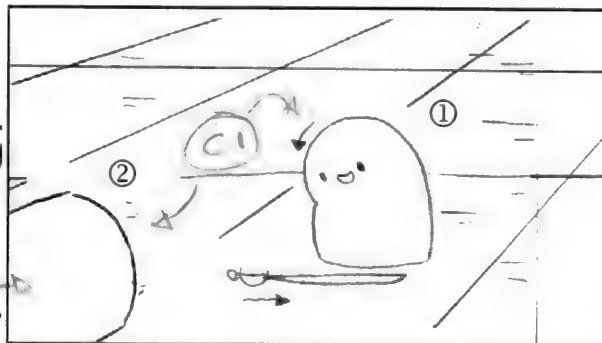
K: HEEHEE

Action:

- ARMS GROW

- K. REACHES FORWARD

Timing



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ADVENTURE TIME



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Sc. 37

Pnl. A

Bg.

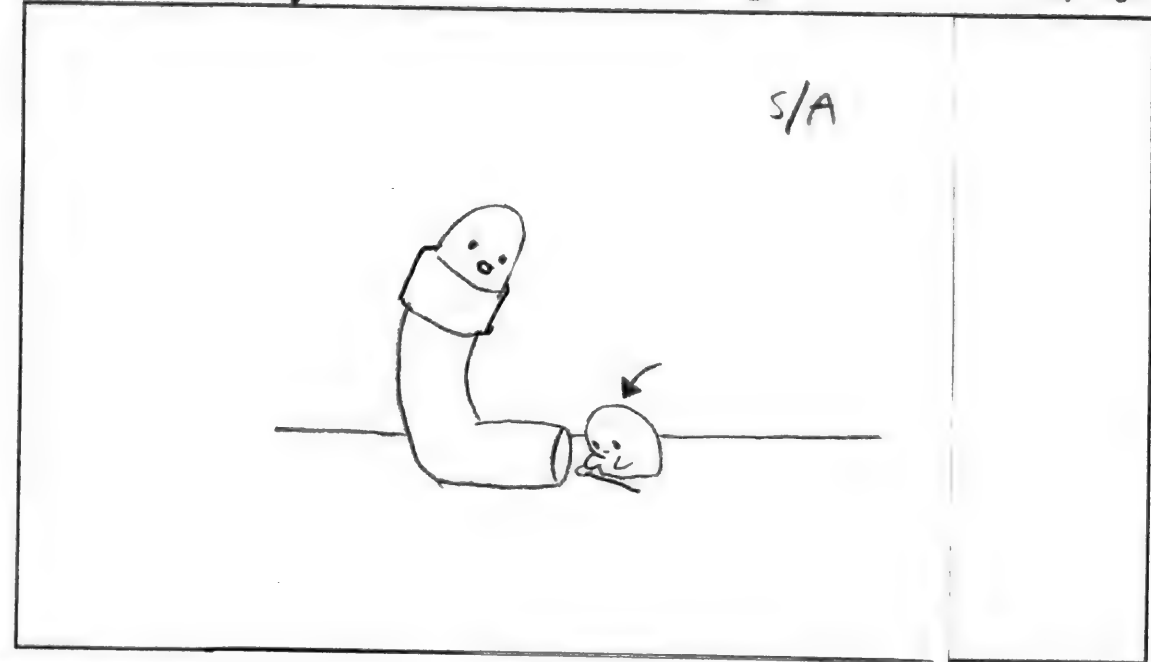
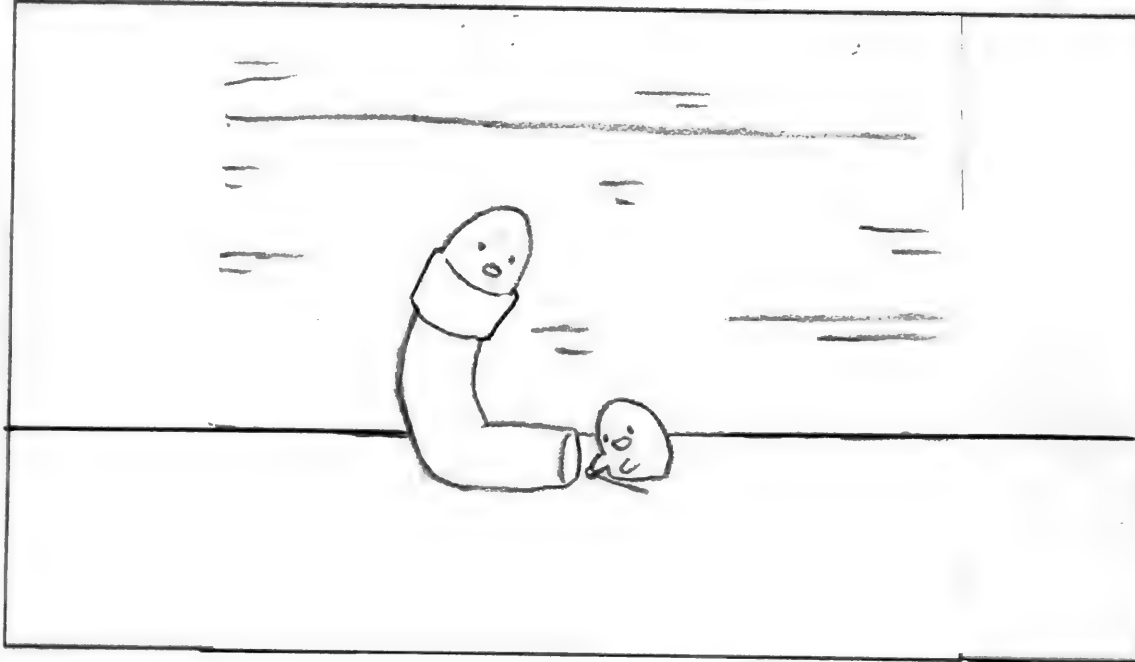
day night

Sc. 37 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

- SHELBY IS SURPRISED

- KENT REACHES FOR SWORD

Timing:

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Production :

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ADVENTURE TIME



Ho
Cut

Page 75

Sc. 37 CONT

Pnl.

C

Bg.

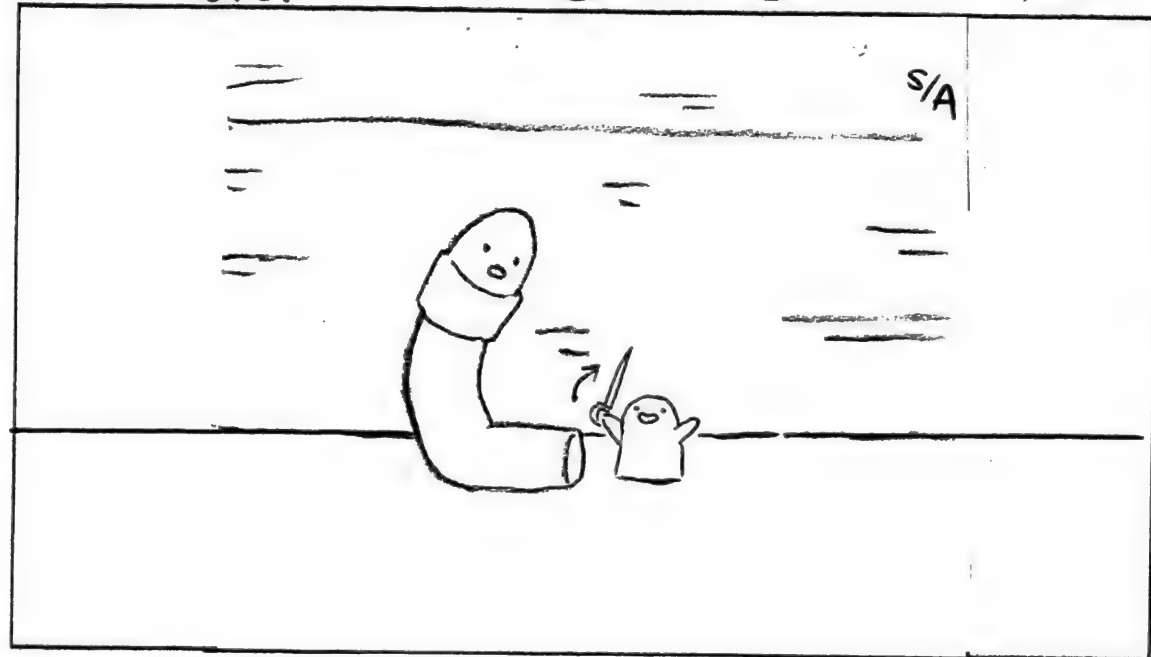
day night

Sc. 38

Pnl. A

Bg.

day night



Dialog:	<u>S</u> : HOW ... HEY HOW'D YOU DO THAT?
Action:	- KENT RAISES SWORD
Timing:	ALTERNATE POSES 1-2



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ADVENTURE TIME



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Sc. 39

Pnl. A

Bg.

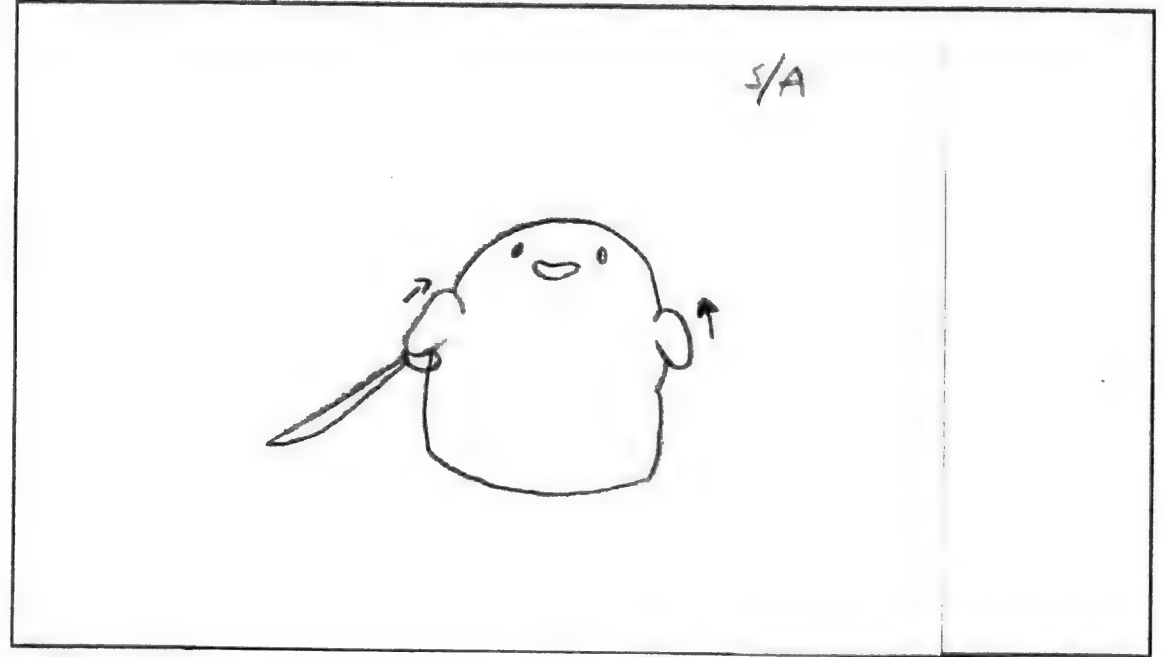
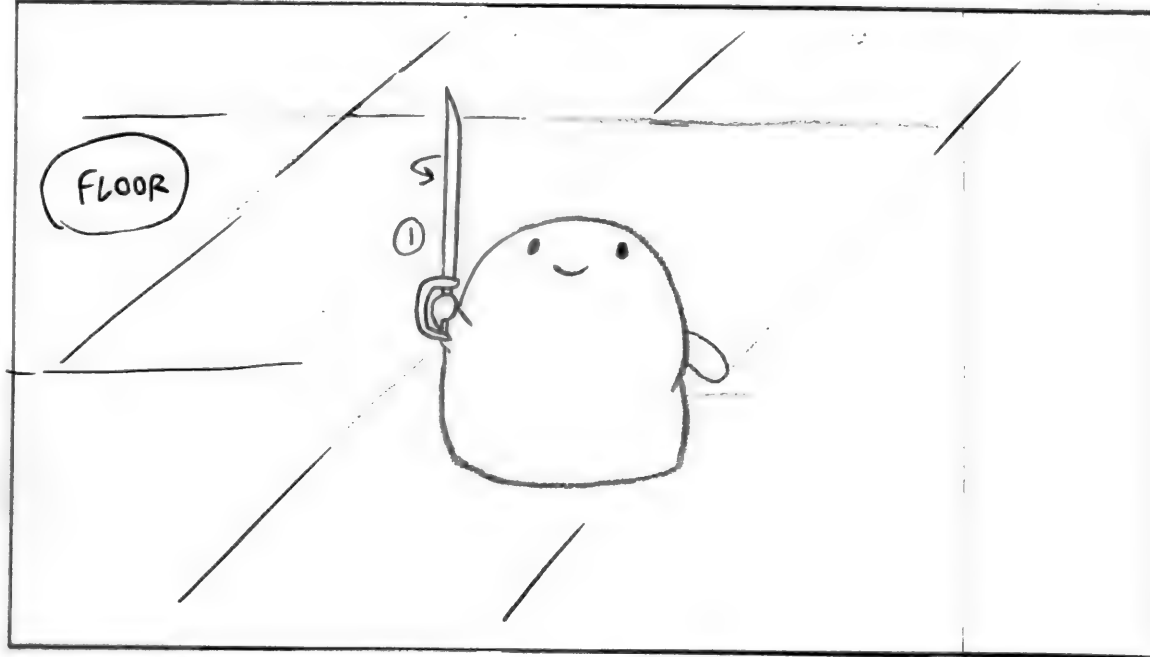
day night

Sc. 39 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- KENT TWIRLS
SWORD

Timing:

- CYCLE ①, ②, ③, ①, ②, ③
etc.



K: <SHRUGGING>

- KENT SHRUGS



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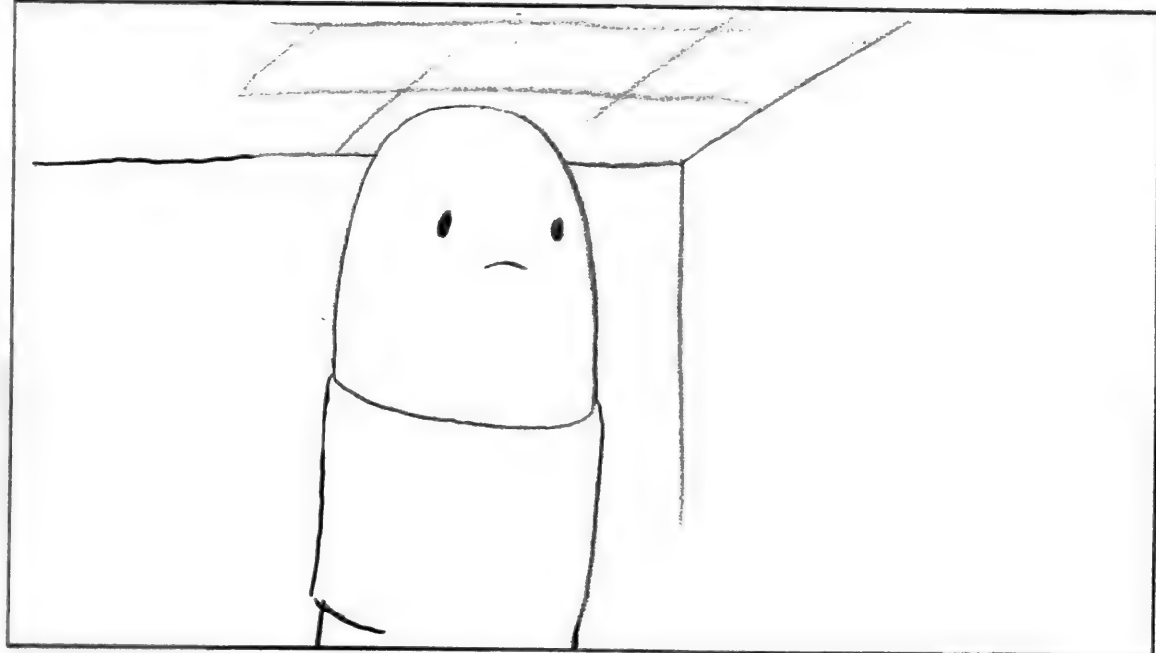
1025/172

cut

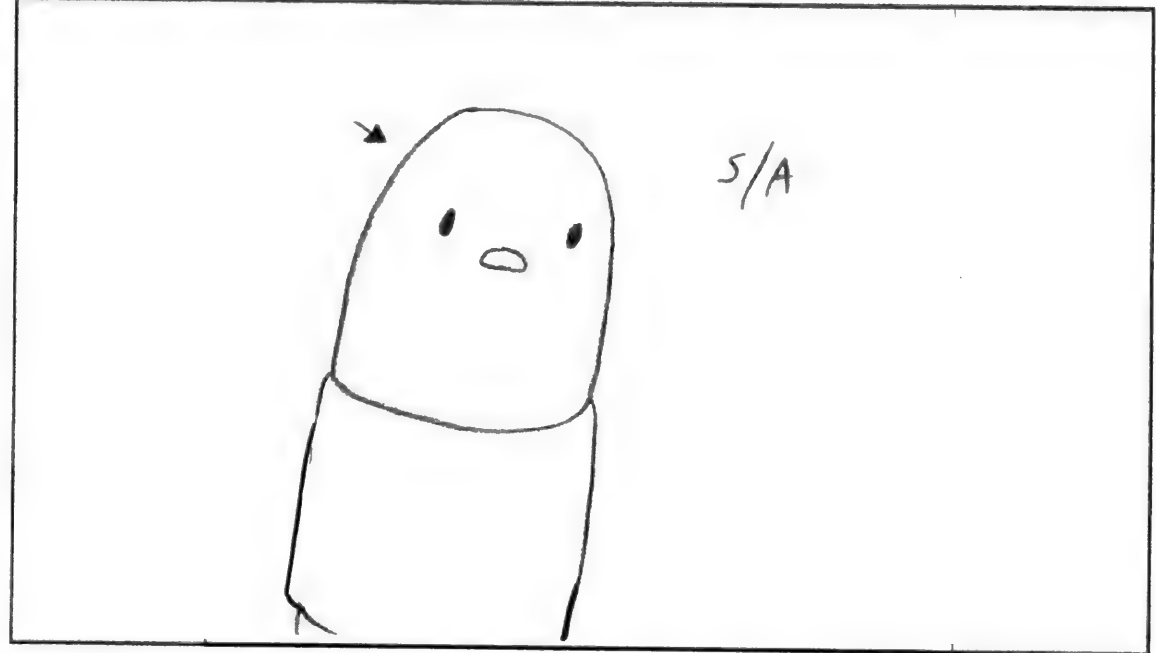
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 40 *cont* Pnl. B Bg. day night



Dialog:	
<u>S</u> : Hm.	<u>S</u> : OK, KENT THIS IS FOR REAL IMPORTANT.
Action:	
Timing:	

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ADVENTURE TIME



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Sc. 40 *cont*

Pnl. C

Bg.

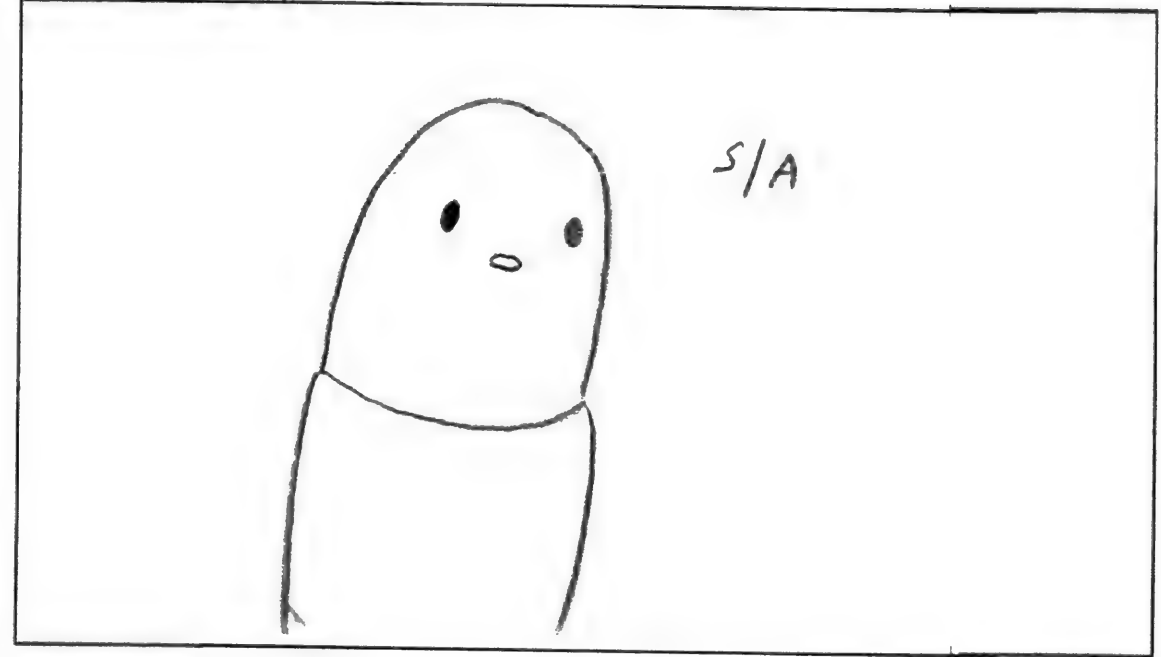
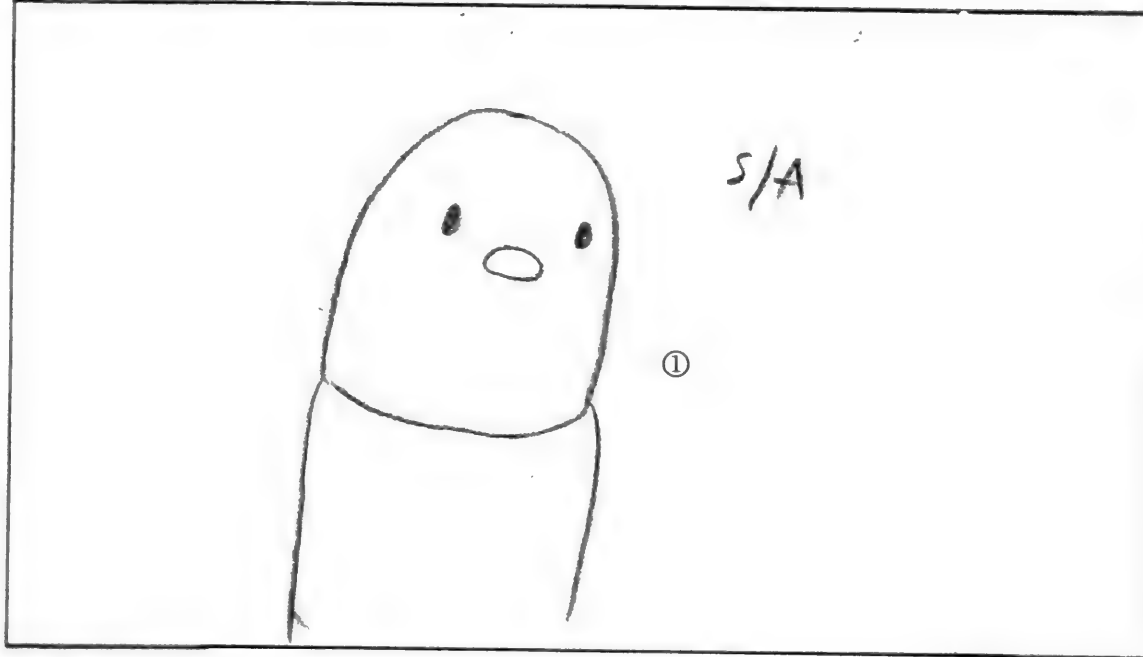
day night

Sc. 40 *cont*

Pnl. D

Bg.

day night

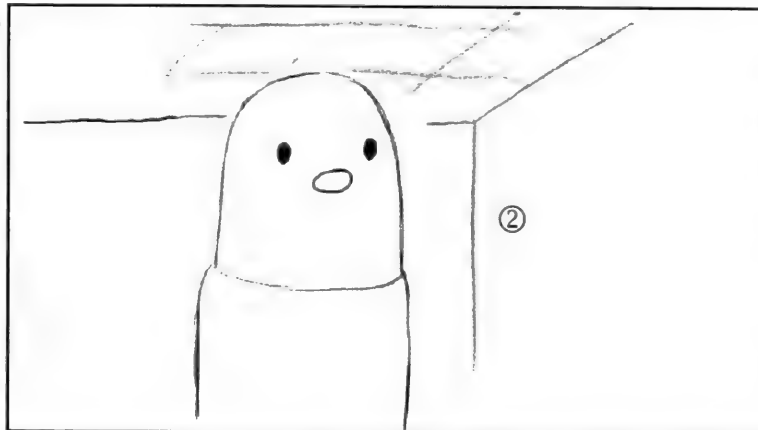


Dialog:

S: YOU'RE MY LITTLE BROTHER SO
YOUR PURPOSE IS TO FIGHT BAD GUYS...

Action:

Timing:



(C1)

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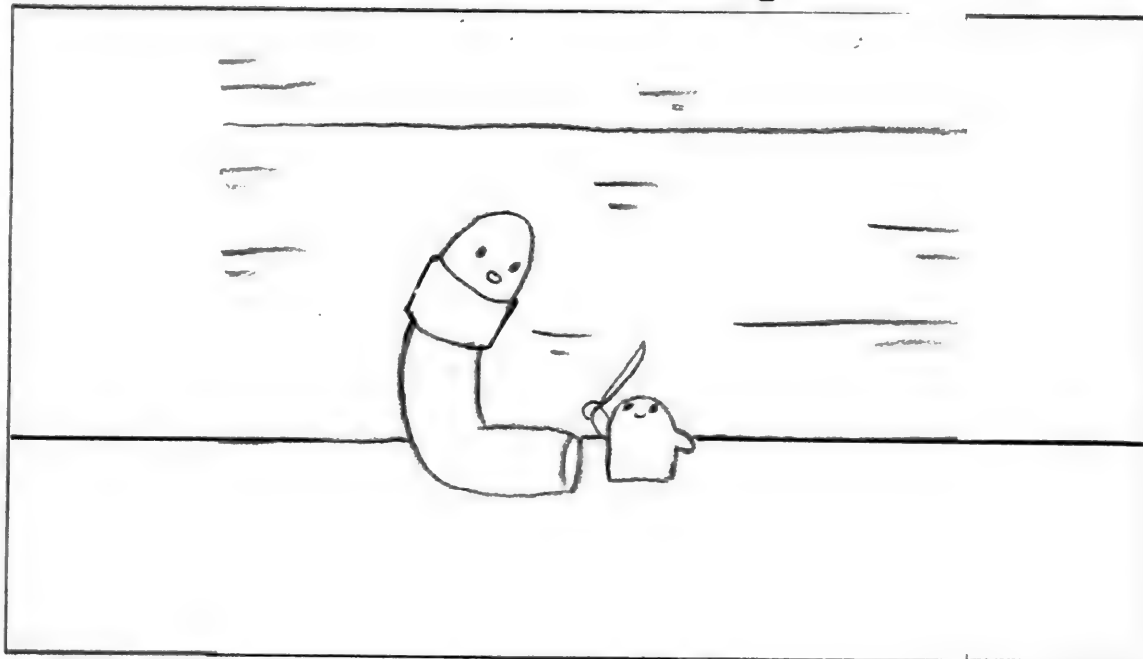
Page 79

Sc. 41

Pnl. A

Bg.

day night

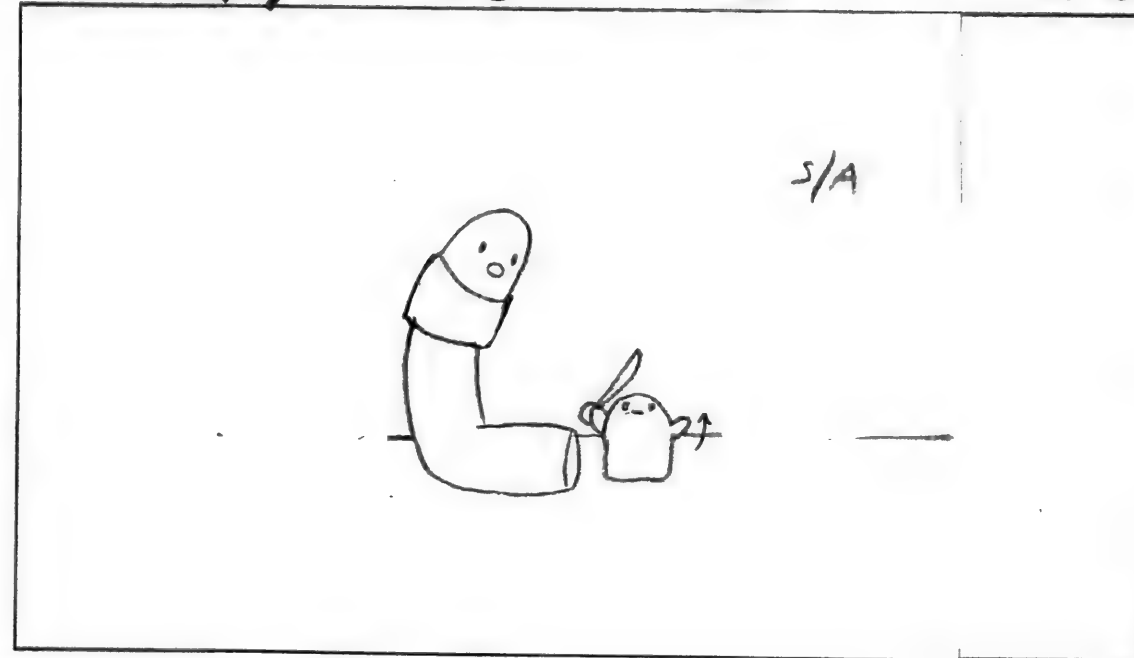


Sc. 41 *cont*

Pnl. B

Bg.

day night



Dialog:

S: SO GO FIGHT SOME BAD GUYS...

S: OR GIRLS.

Action:

Timing:

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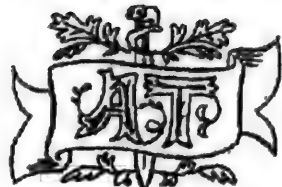
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1025/172

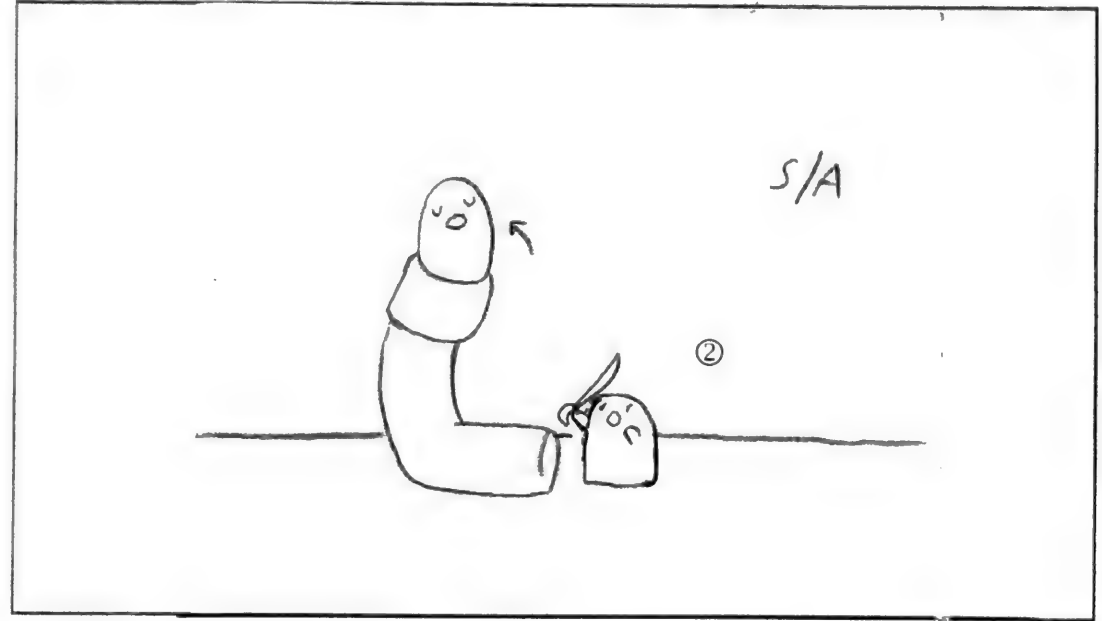
Production :

1025/172

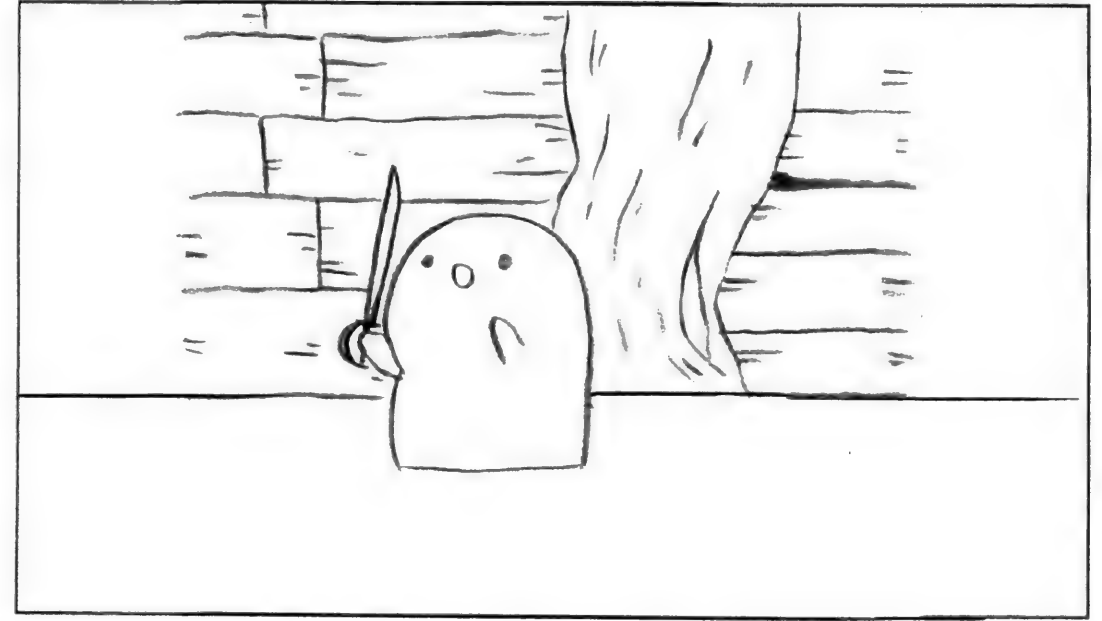
ADVENTURE TIME

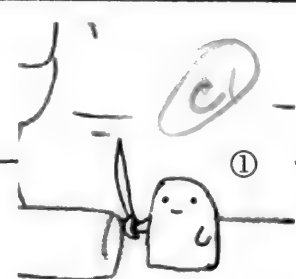


Sc. 41 *cont* Pnl. C Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:	<p><i>S: DON'T DISCRIMINATE.</i></p> <p><i>K. OH!</i></p>
Action:	
Timing:	

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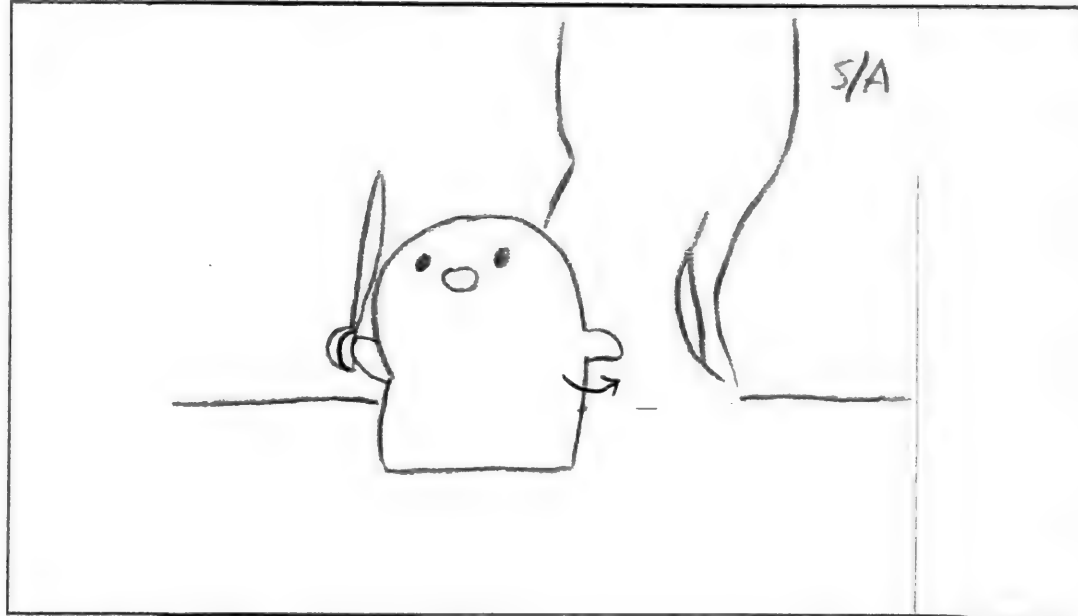


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Sc. 42 *CONT* Pnl. B

Bg.

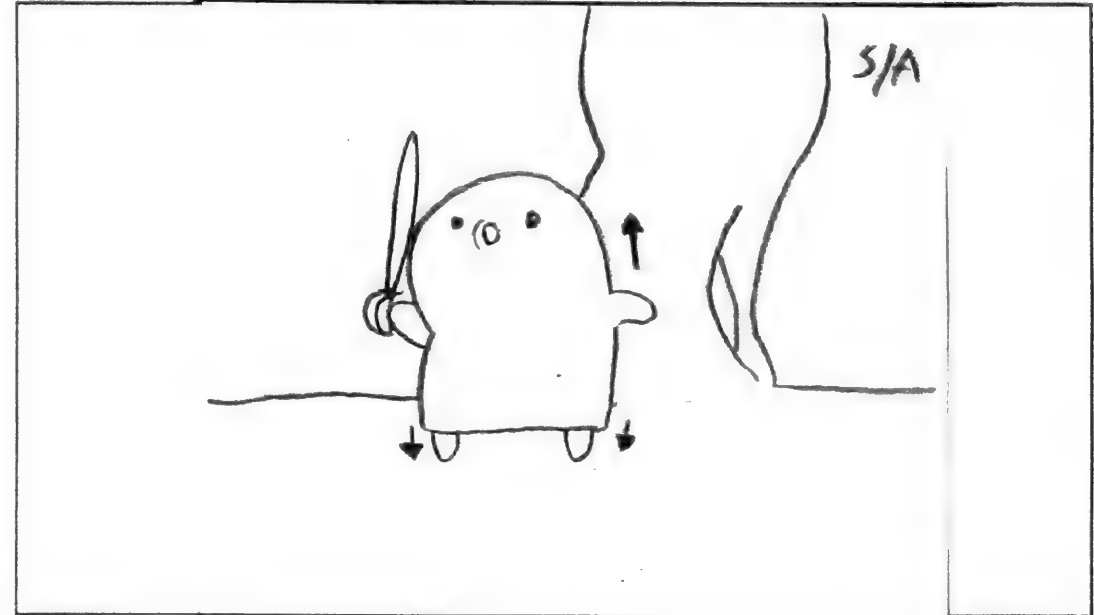
day night



Sc. 42 *CONT* Pnl. C

Bg.

day night



Dialog:

K: OKAY, BROTHER...

K: BOOOOP!

SFX: *POP-POP*

Action:

- LEGS SPROUT FROM UNDER KENT

FEB 10 2014

Timing:

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Production :

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ADVENTURE TIME



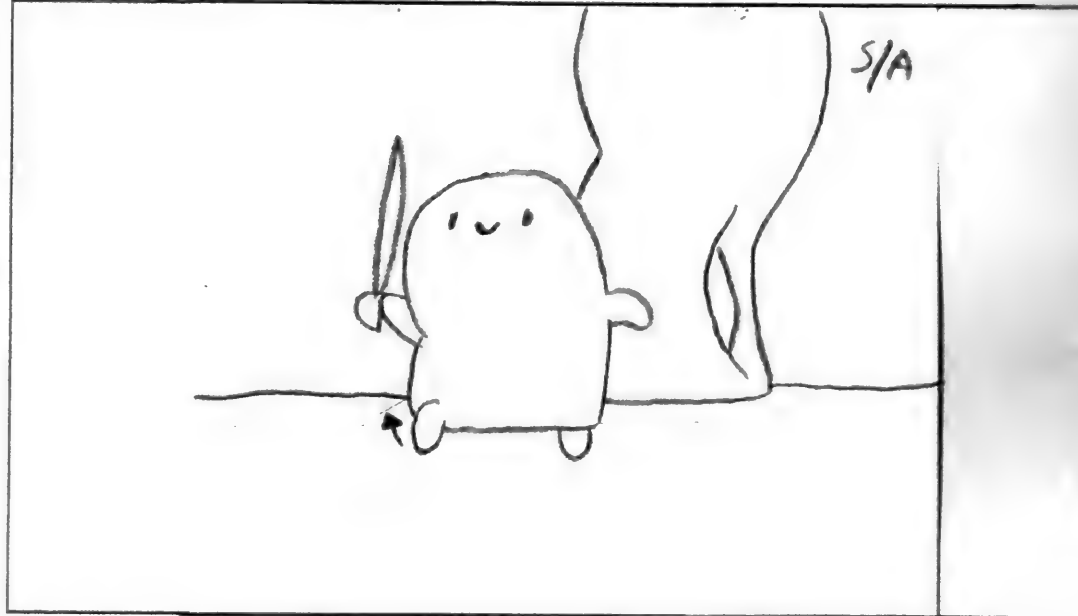
Page 82

Sc. 42 CONT

Pnl. D

Bg.

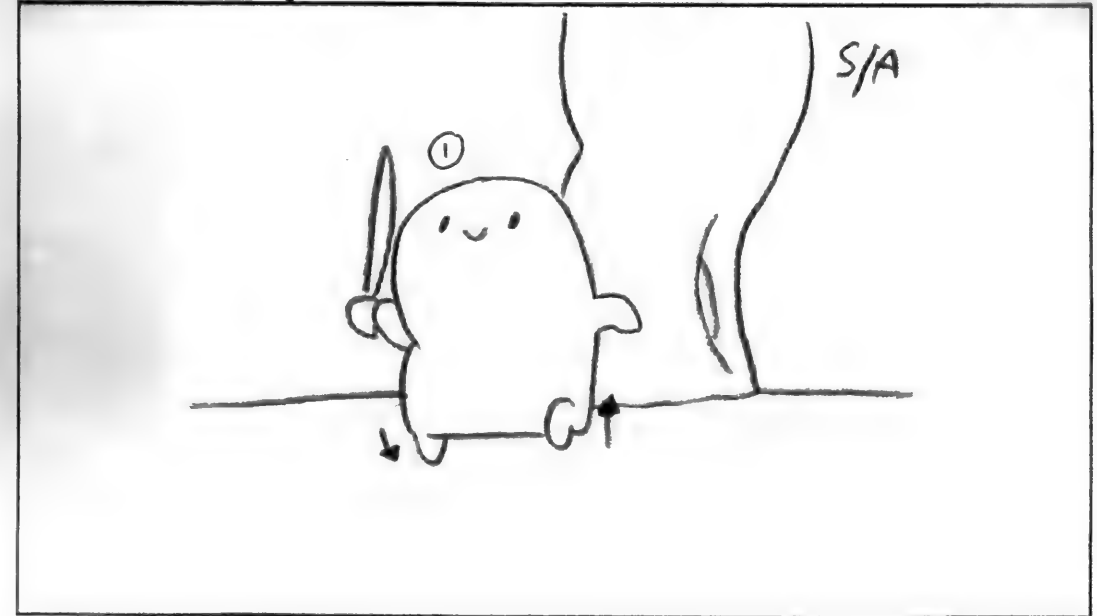
day night



Sc. 42 CONT Pnl. E

Bg.

day night

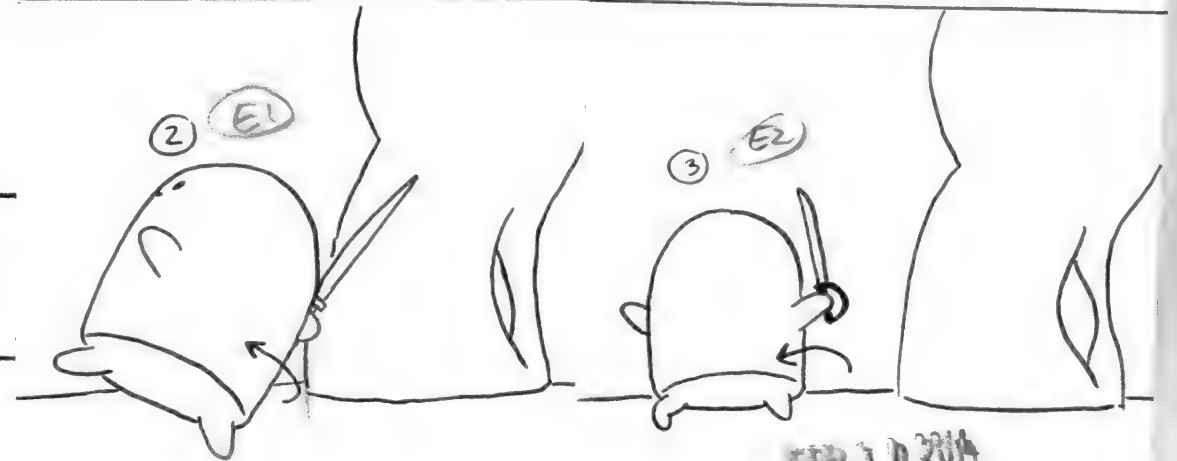


Dialog:

Action:

- KENT DOES A LITTLE JIG

Timing:



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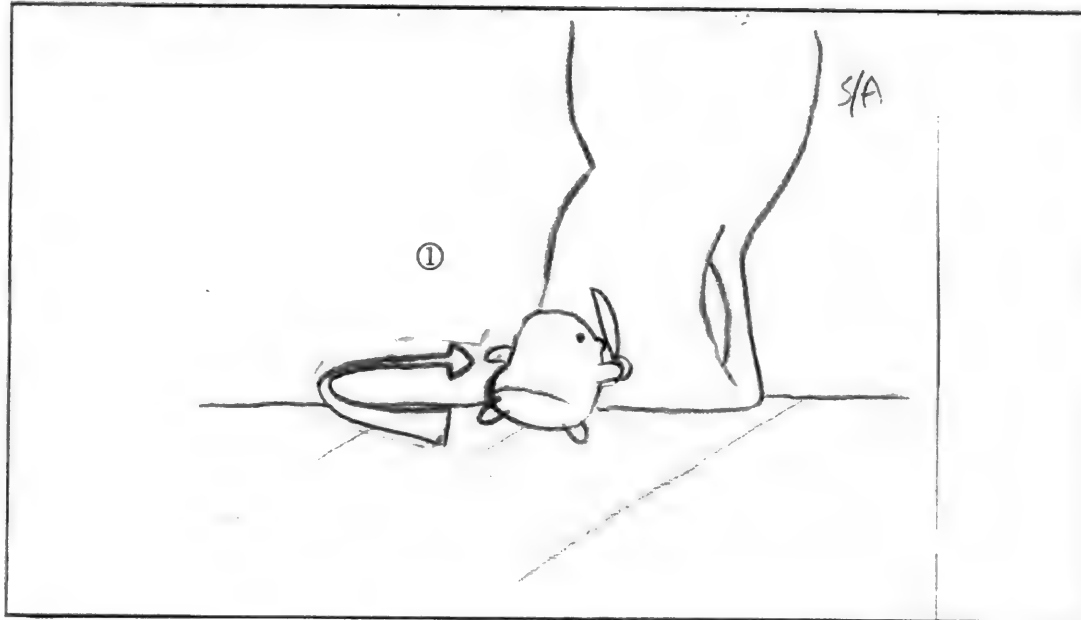
Page 83

Sc. 42 CONT

Pnl. F

Bg.

day night

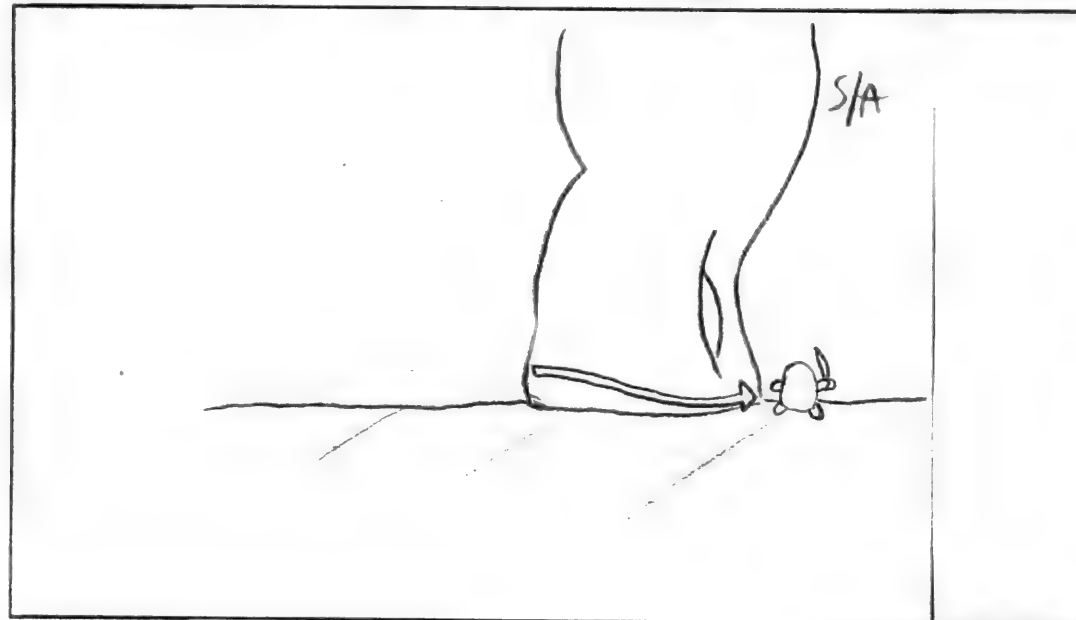


Sc. 42 CONT

Pnl. G

Bg.

day night



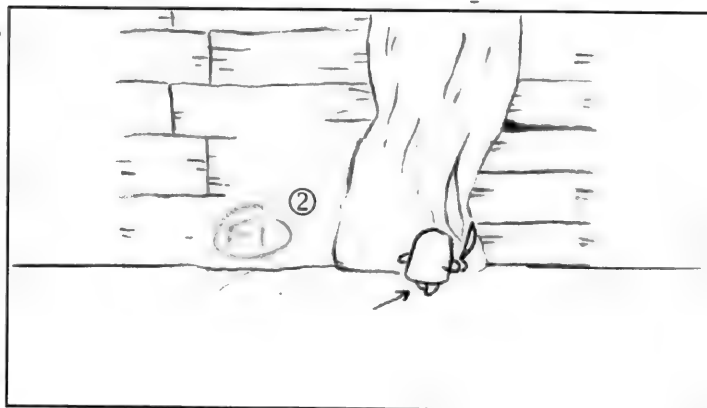
Dialog:

K: BOOP BOOP BOOP BOOP BOOP

Action:

- K. RUNS INTO
DISTANCE 'BOOPING'

Timing:



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ADVENTURE TIME



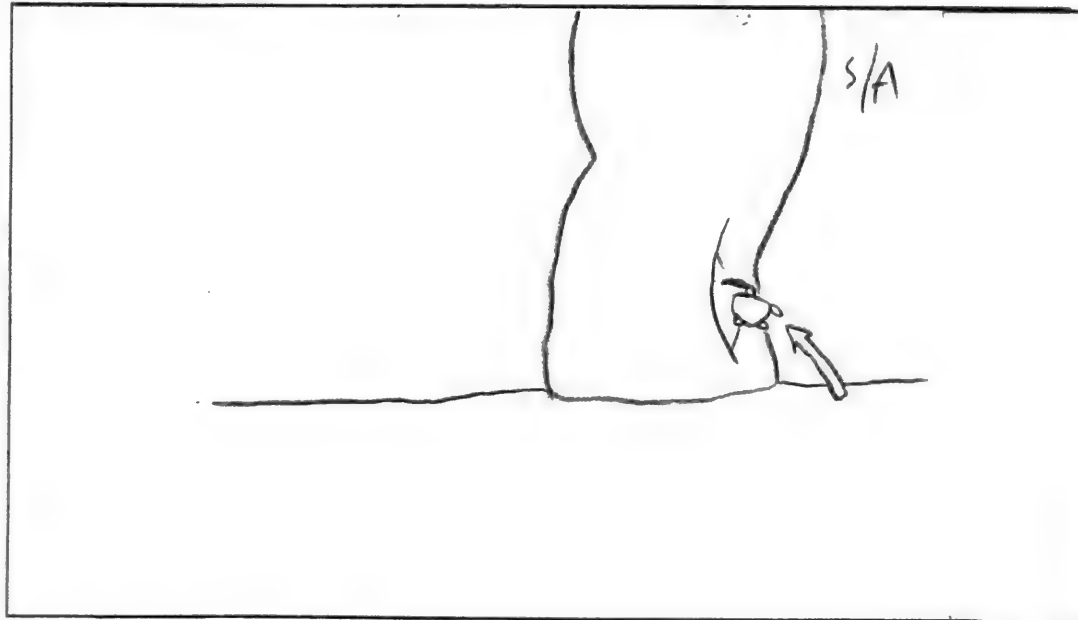
Page 84

Sc. 42 *CONT*

Pnl. H

Bg.

day night

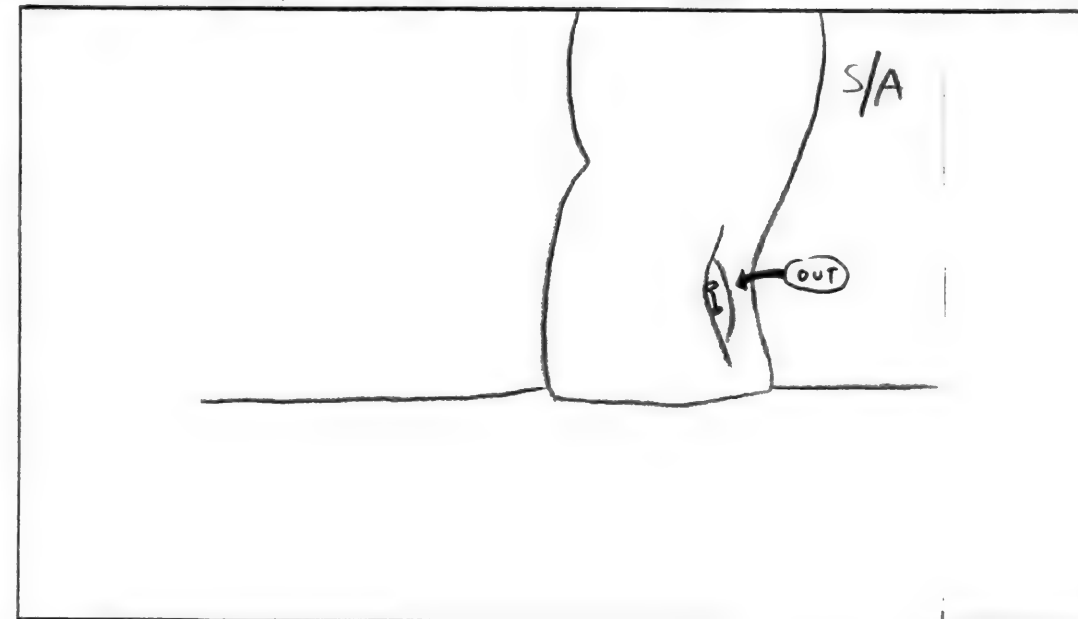


Sc. 42 *CONT*

Pnl. I

Bg.

day night



Dialog:

Action:

-KENT JUMPS THROUGH HOLE

Timing:

FEB 10 2014

Production :

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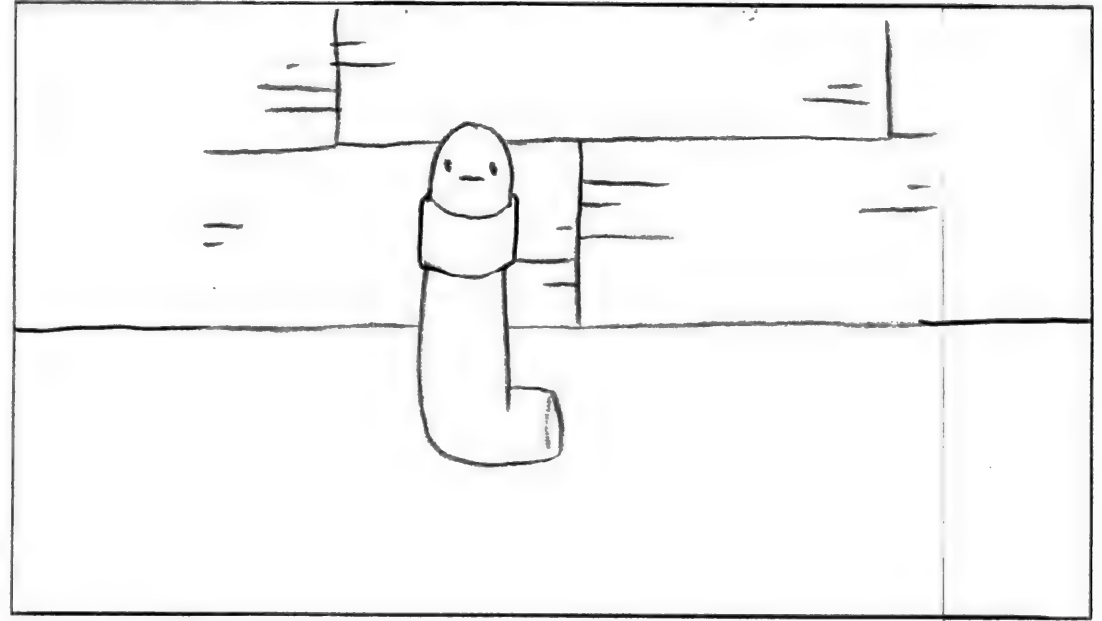
Cut

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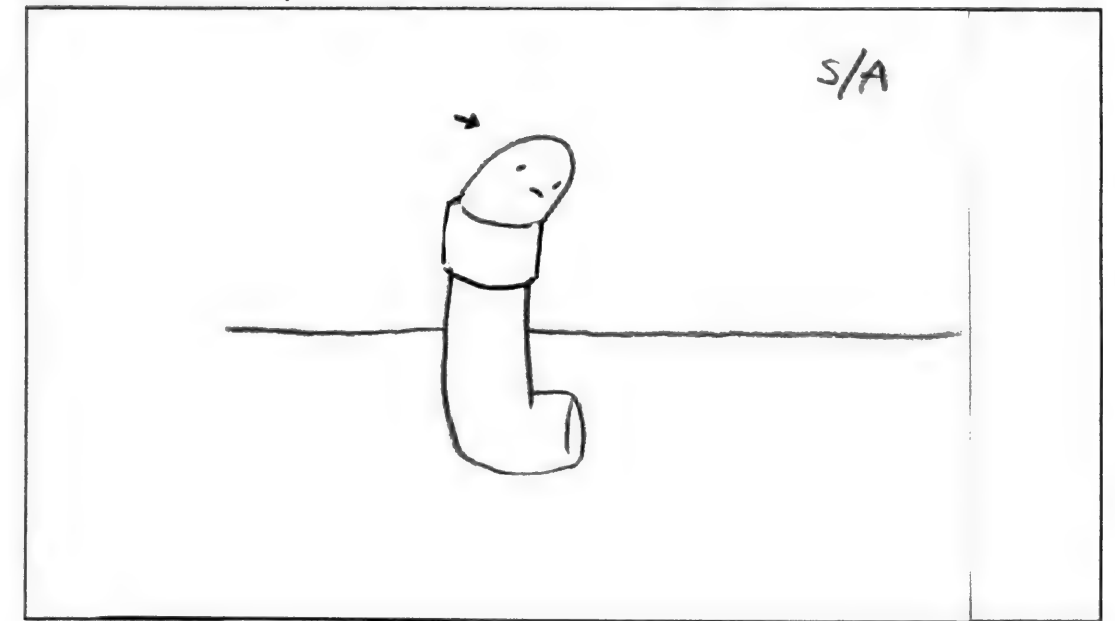
ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night



Sc. 43 *CONT* Pnl. B Bg. day night



Dialog:
Action: <p>-SHELBY LOOK DOWN AT NUB TAIL</p>
Timing: <p>FEB 10 2014</p>

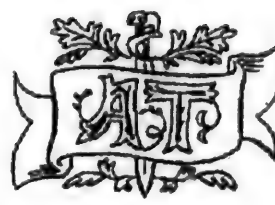
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ADVENTURE TIME

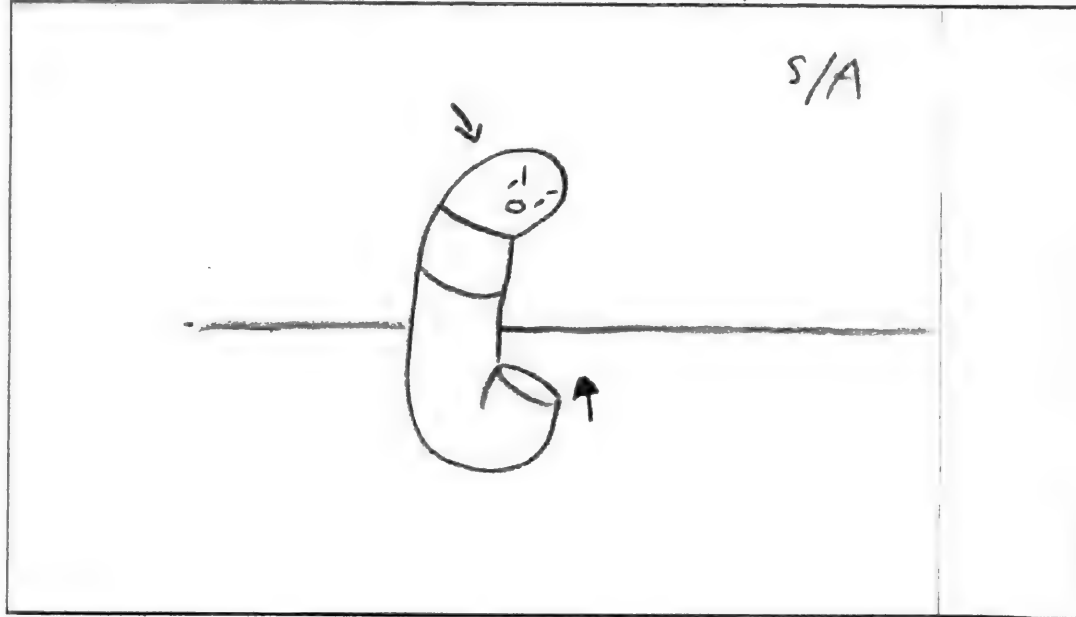


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Sc. 43 CONT Pnl. C

Bg.

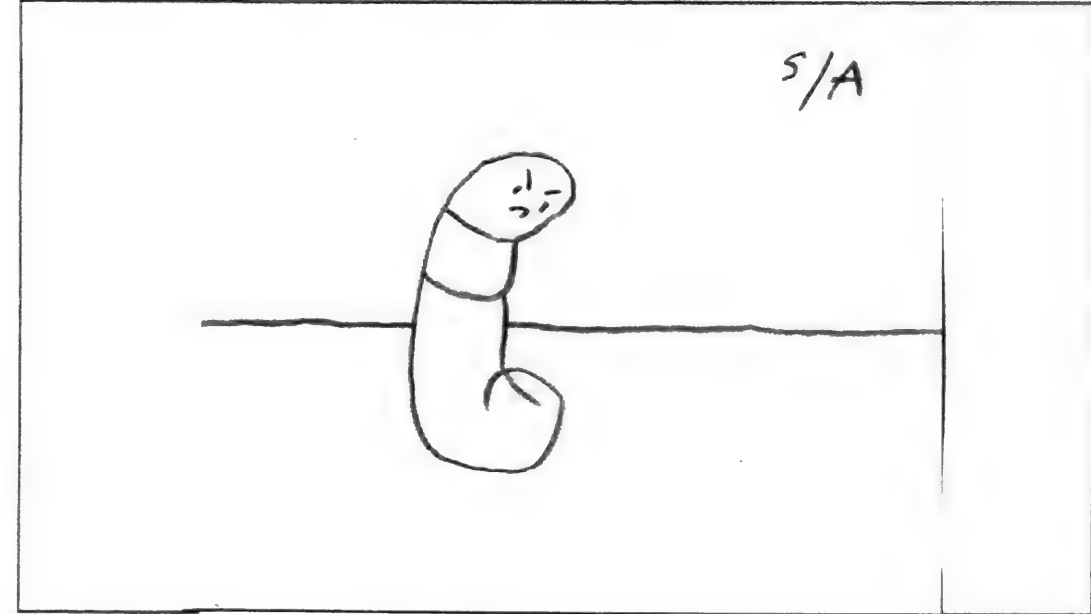
day night



Sc. 43 CONT Pnl. D

Bg.

day night



Dialog:

S: BOOOOP.

Action:

- SHELBY LIFTS UP HIS NUB TAIL

- NOTHING HAPPENS

Timing:

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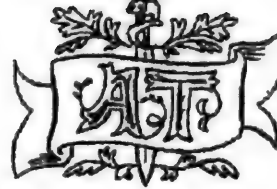
1025/172

Production :

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ADVENTURE TIME



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Sc. 43 CONT

Pnl. E

Bg.

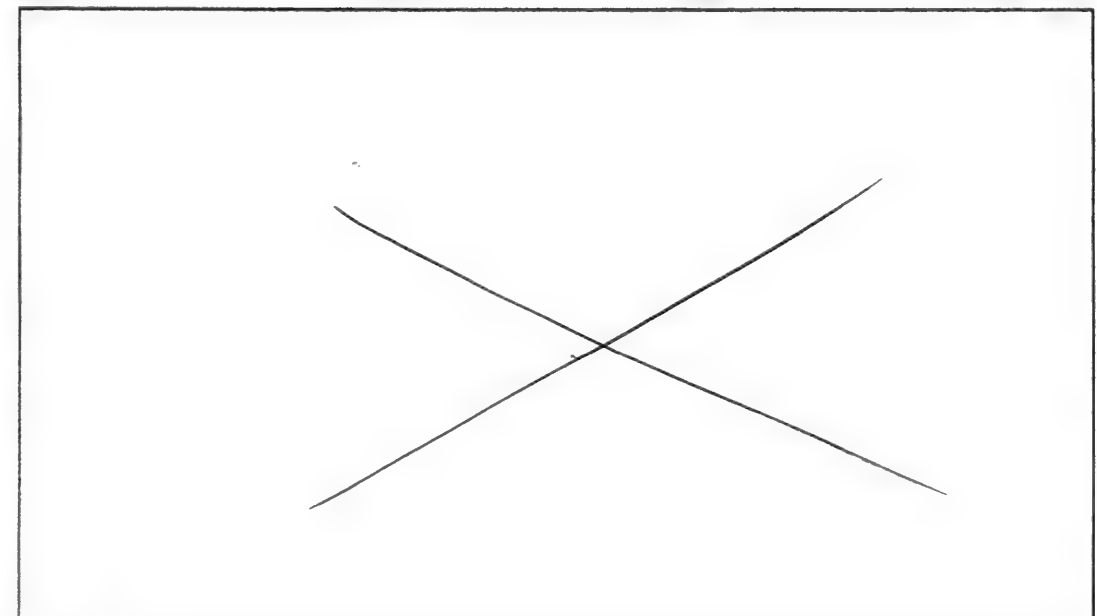
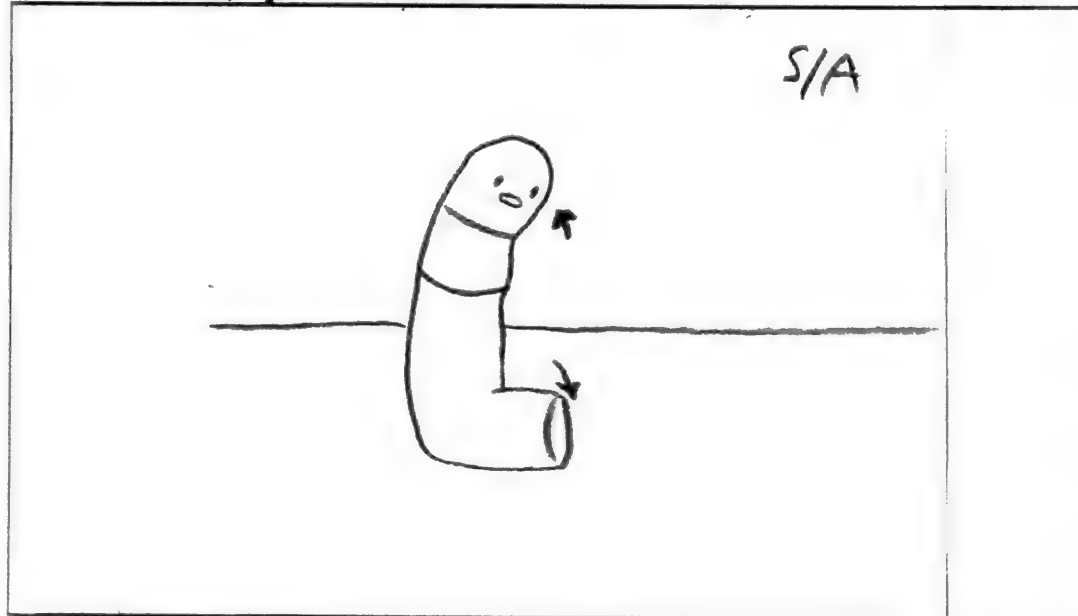
day night

Sc.

Pnl.

Bg.

day night



Dialog:

S: {SIGH}

Action:

- S. LETS TAIL DROP

Timing:

FEB 10 2014

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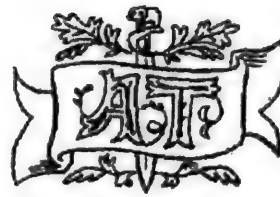
1025/172

Production :

1025/172

Cut

ADVENTURE TIME



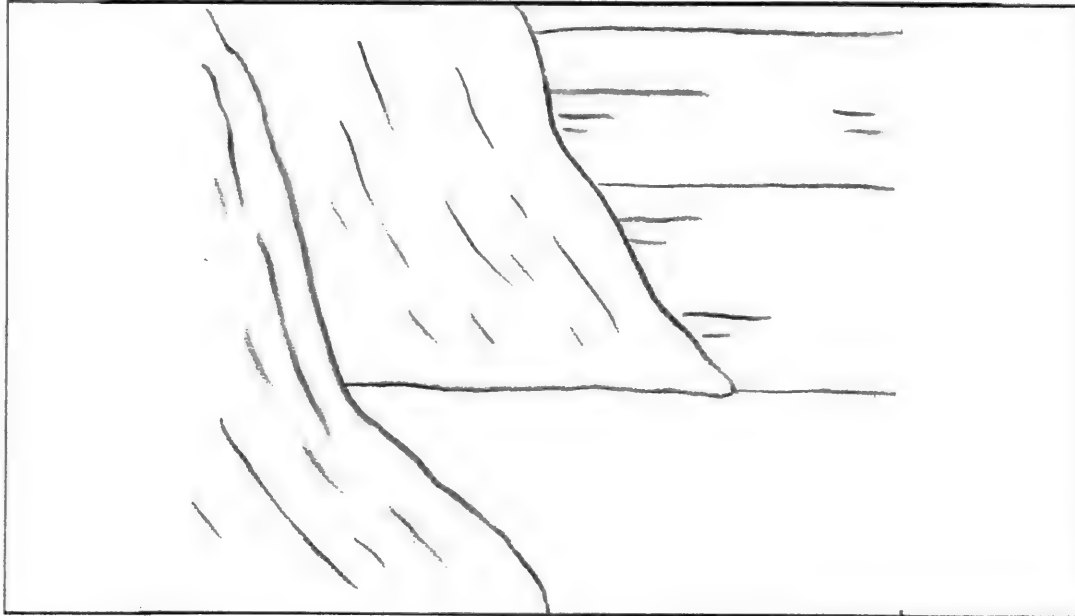
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Sc. 44

Pnl. A

Bg.

day night

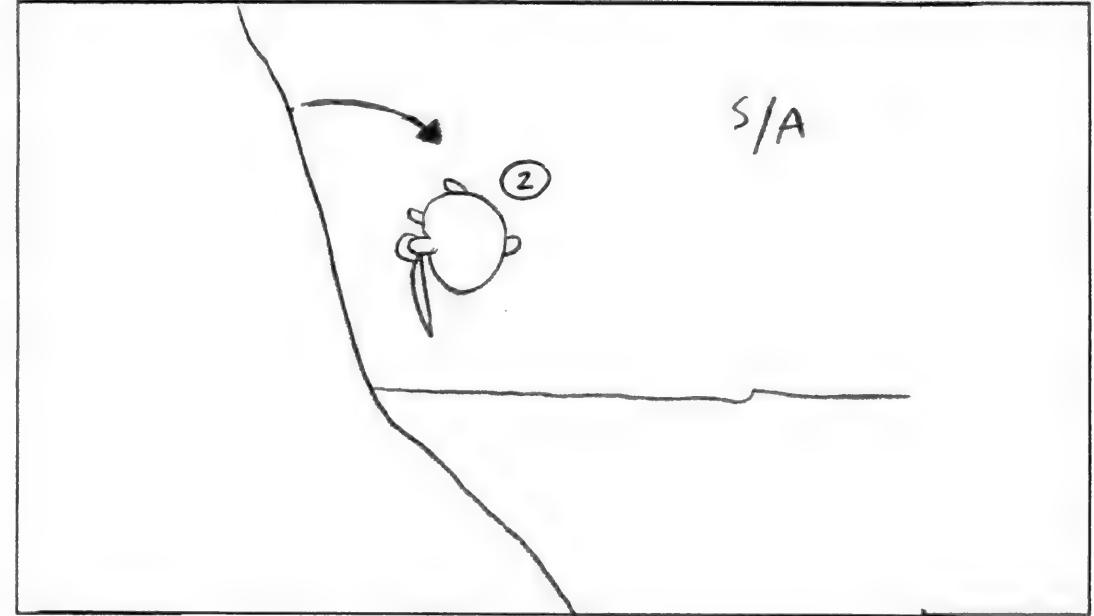


Sc. 44 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- INT. WALLS.

K: HUP!
- KENT FLIPS IN

Timing:

(BI)

(IN)

FEB 10 2014

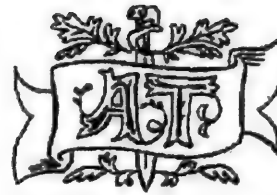
EPISODE # 1025-172

1025/172

Production :

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ADVENTURE TIME

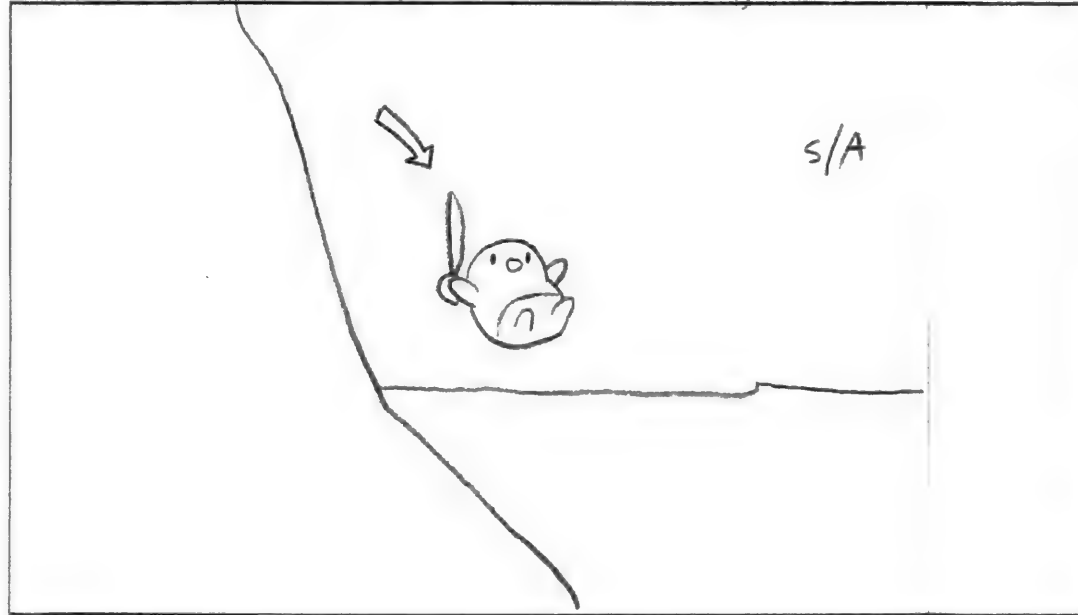


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Sc. 44 *CONT* Pnl. C

Bg.

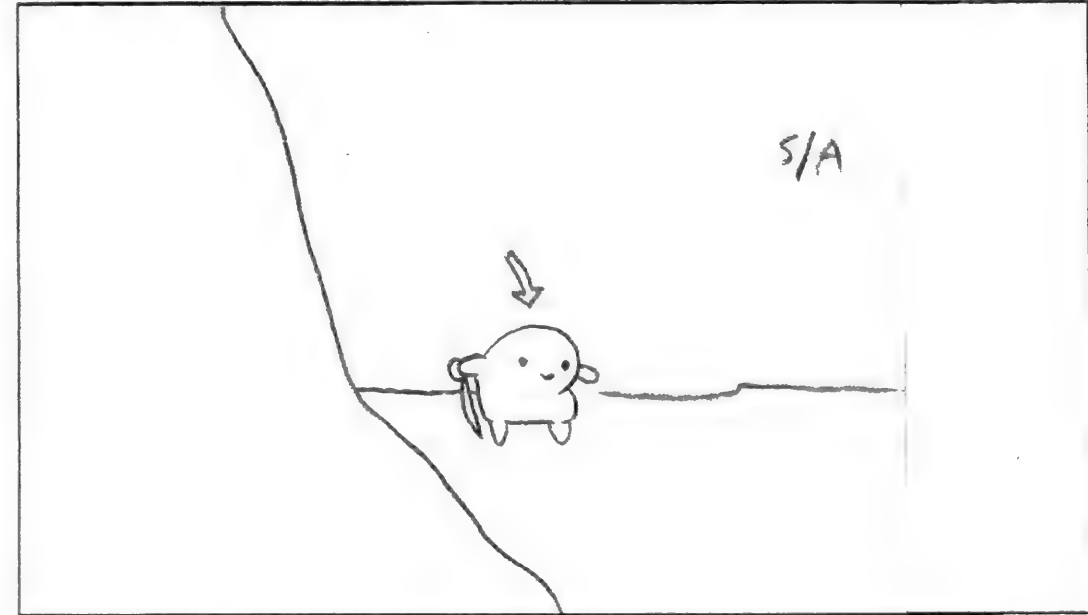
day night



Sc. 44 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

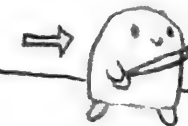
-KENT LANDS

Timing:

(DI)

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S/A



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Production :

1025/172

ADVENTURE TIME



HU
cut

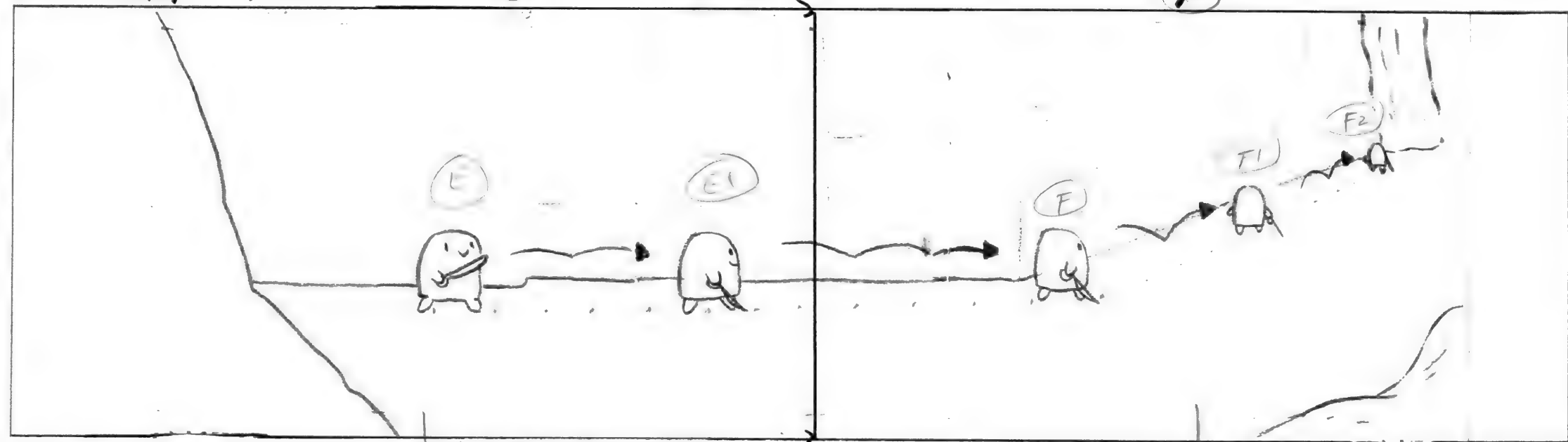
Sc. 44 CONT

Pnl. E

Bg.

day night

F



Dialog:	START	- PAN W/ KENT	STOP
Action:	- KENT WALKS DOWN PATH		
Timing:	FEB 10 2014		

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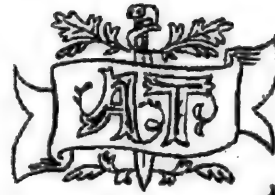
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Ho
cut

ADVENTURE TIME



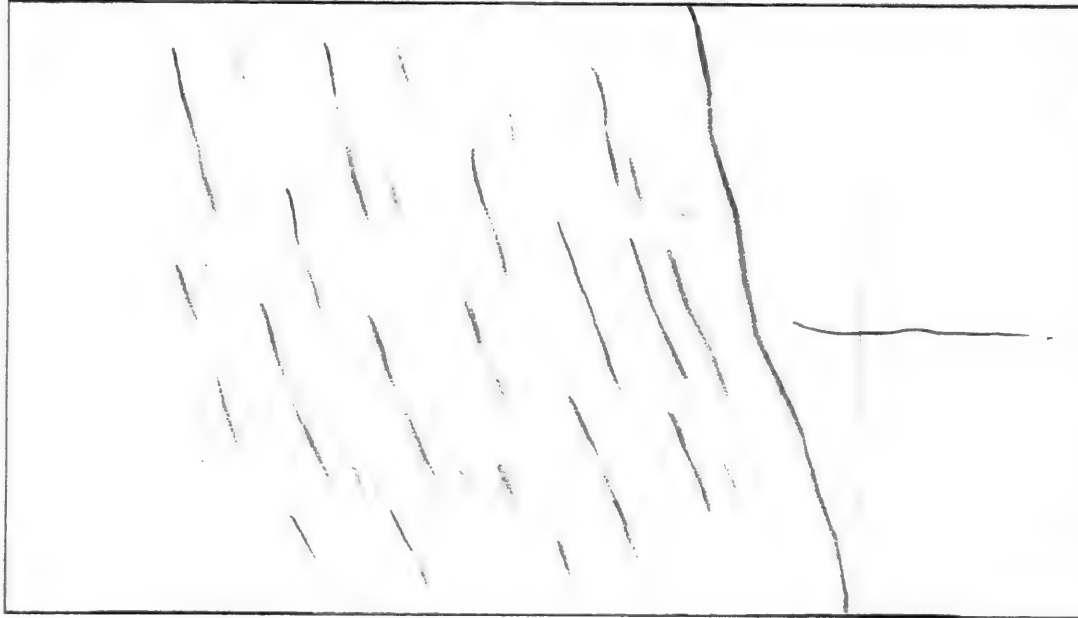
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Sc. 45

Pnl. A

Bg.

day night

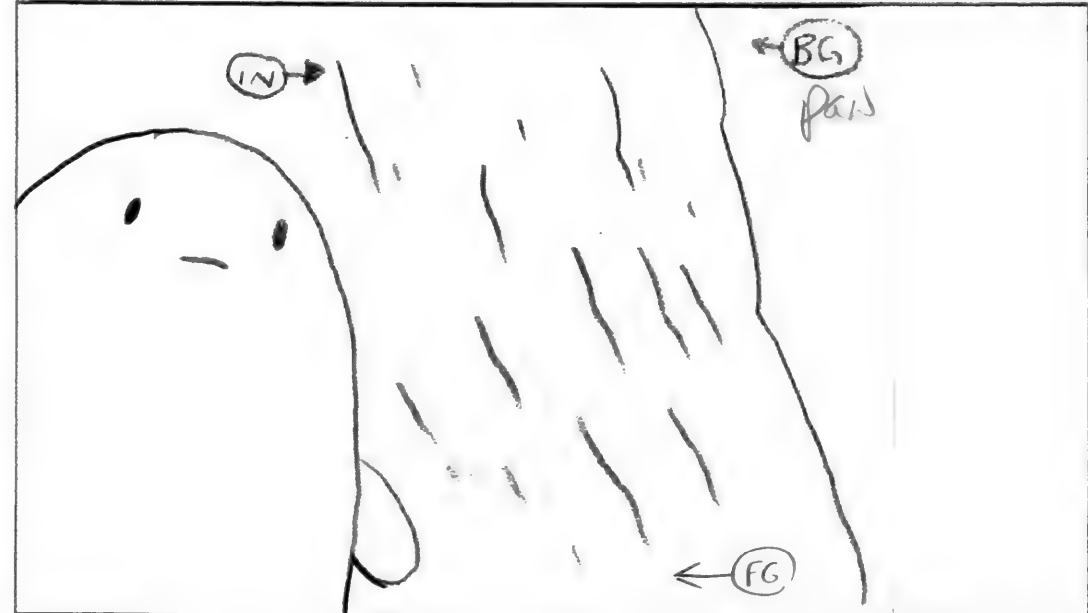


Sc. 45 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: * CHEWING *

Action:

- K. SIDLES ON/S PRESSED
AGAINST ROOT WALL.

FEB 10 2014

Timing:

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ADVENTURE TIME

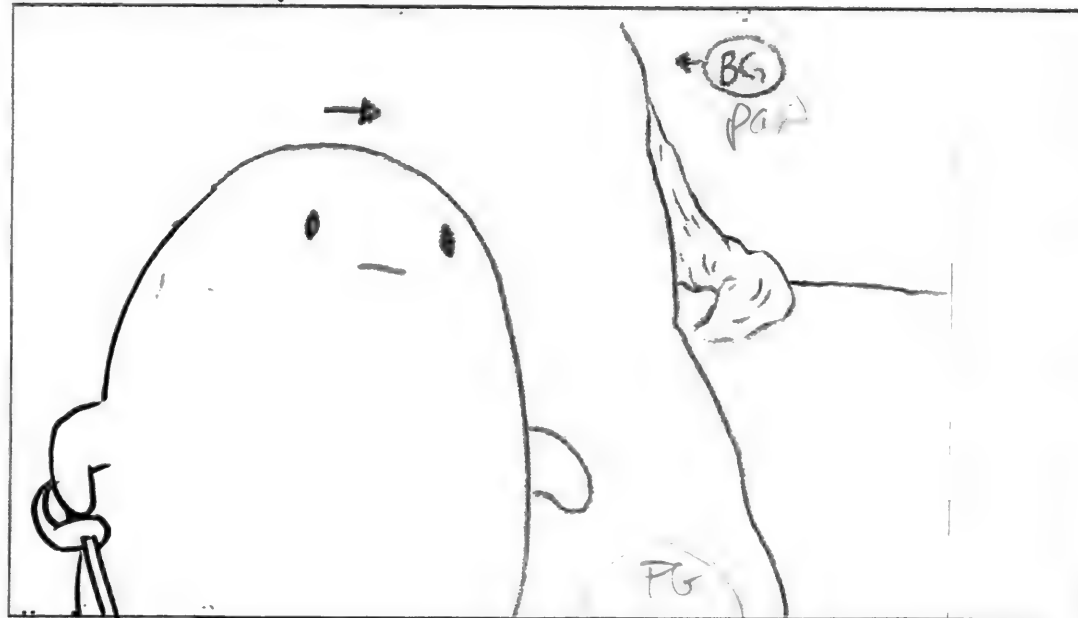


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Sc. 45 CONT Pnl. C

Bg.

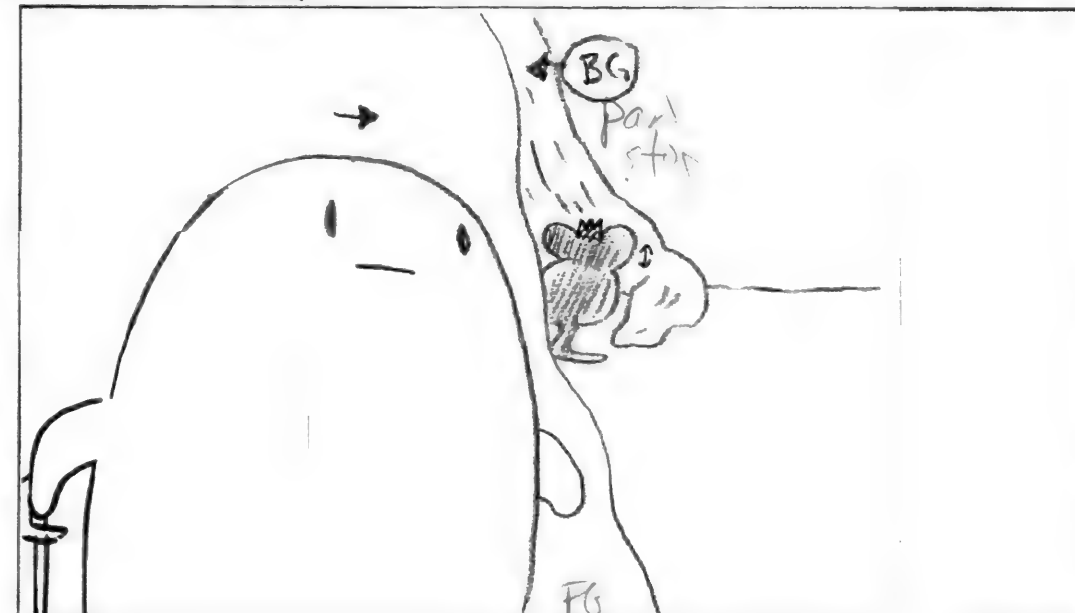
day night



Sc. 45 CONT Pnl. D

Bg.

day night



Dialog:

SFX: * CHEWING *

Action:

Timing:

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Sc. 45 CONT

Pnl. E

Bg.

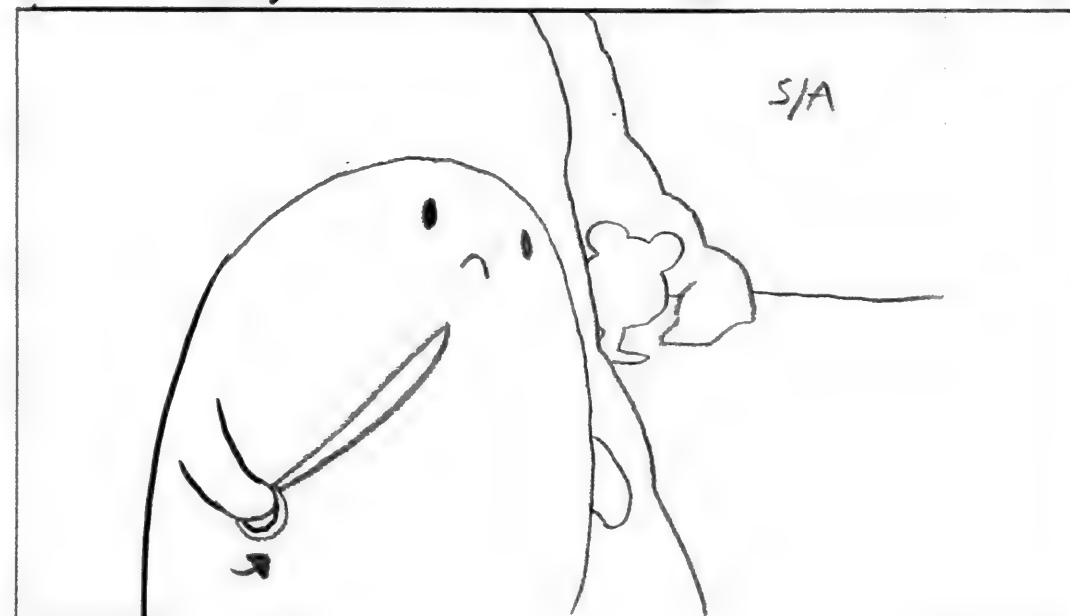
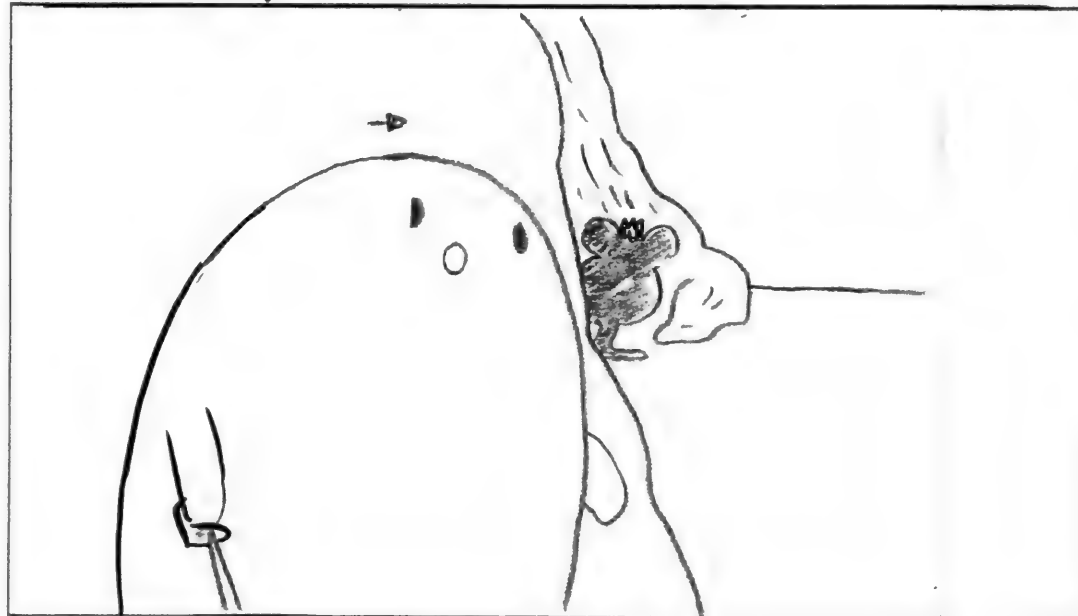
day night

Sc. 45 CONT

Pnl. F

Bg.

day night



Dialog:

K: [GASP]

SFX: * SHING *

Action:

SFX: RAT SCRATCHING & CHEWING

- K. RAISES SWORD.

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

ADVENTURE TIME



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Sc. 46 Pnl. A Bg. day night



Sc. 46 CONT Pnl. B Bg. day night



Dialog:

RAT KING: [CHEWING]

Action:

-RAT KING CHEWING

Timing:

chew CYCLE ①, ②, ①, ②, etc.



-MAGIC SMOKE RISES FROM ROOT
-KENT PEEKS FROM BEHIND ROOT

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EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



140
cut

Sc. 46 CONT Pnl. C

Bg.

day night



Sc. 47

Pnl. A

Bg.

day night



Dialog:

Action:

-SMOKE DISSOLVES

Timing:

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1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



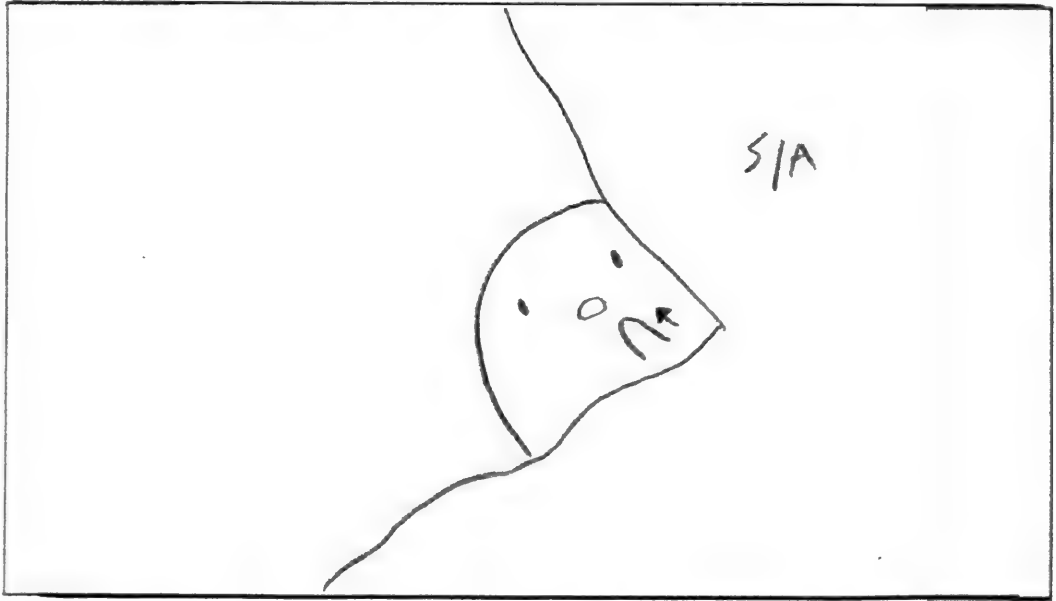
Handwritten: Hu Cink

Sc. 47 CONT

Pnl. B

Bg.

day night



Sc. 48

Pnl. A

Bg.

day night



Dialog:

K: A BAD GUY!

Action:

Timing:

- CHEW CYCLE ①, ②, ①, ②, etc.



EPISODE # 1025-172

Production :

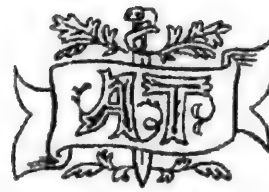
1025/172

1025/172

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ADVENTURE TIME



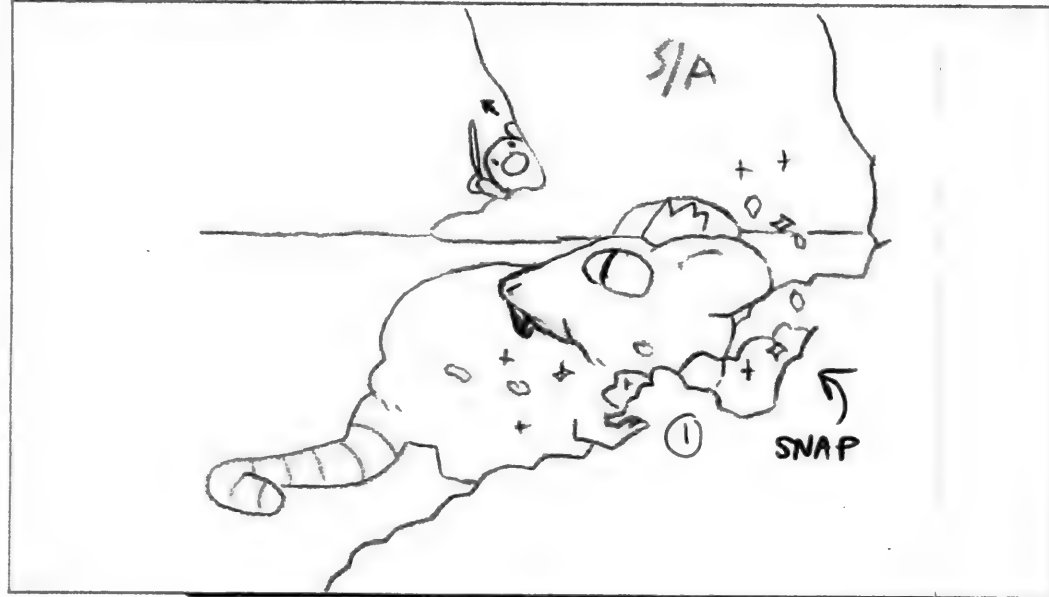
Page 97

Sc. 48 CONT

Pnl. B

Bg.

day night

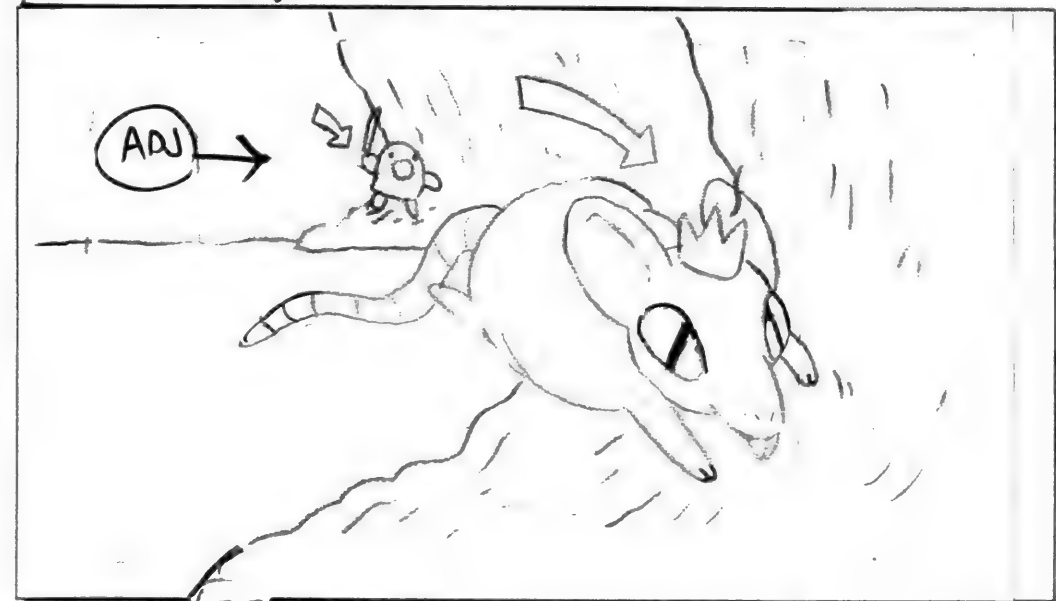


Sc. 48 CONT

Pnl. C

Bg.

day night



Dialog:

K: AAH! LET'S FIGHT!

Action:

- RK LOOKS BACK

Timing:



K: AAH!

- RAT KING RUNS
- KENT JUMPS OUT FROM BEHIND ROCK.
- ADJ. W/ ACTION

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

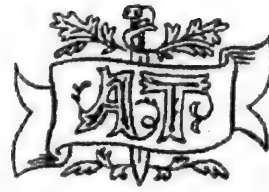
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ADVENTURE TIME



cut

Page 98

Sc. 48 *cont* Pnl. D

Bg.

day night

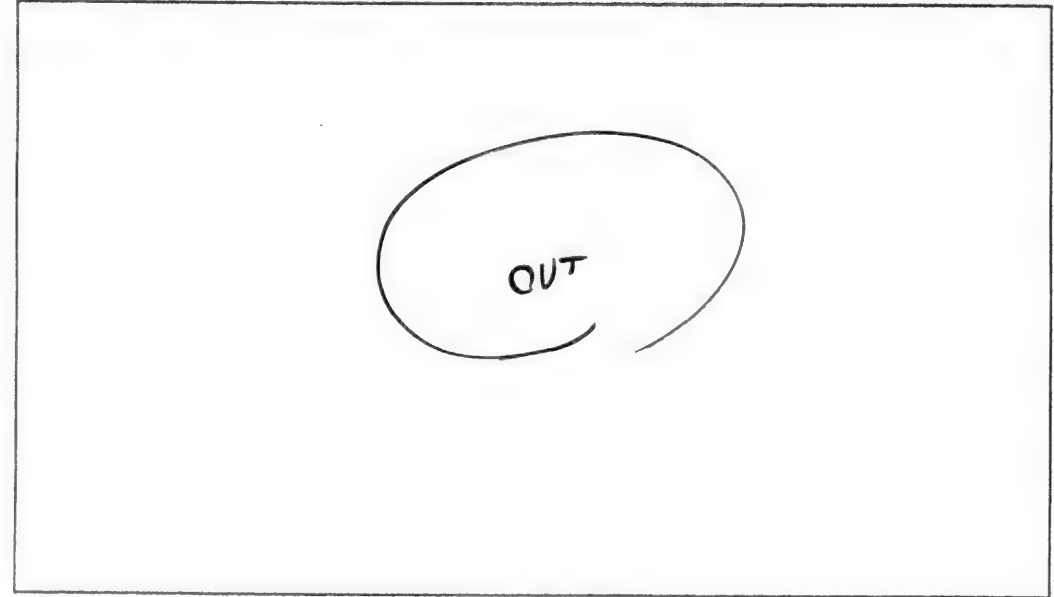


Sc.

Pnl.

Bg.

day night



Dialog:

K: A A H !

Action:

- K, CHASES AFTER RAT KING .

Timing:

FEB 10 2014

EPISODE # 1025-172

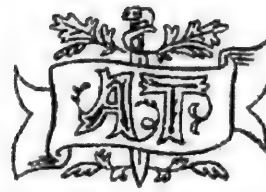
Production :

1025/172

1025/172

Cut

ADVENTURE TIME



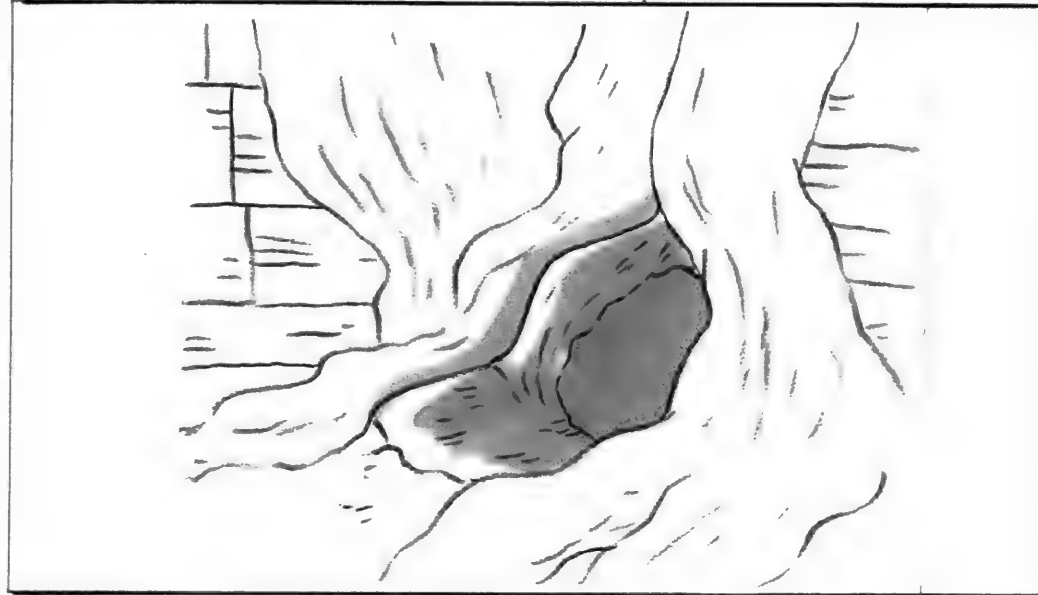
Page 99

Sc. 49

Pnl. A

Bg.

day night

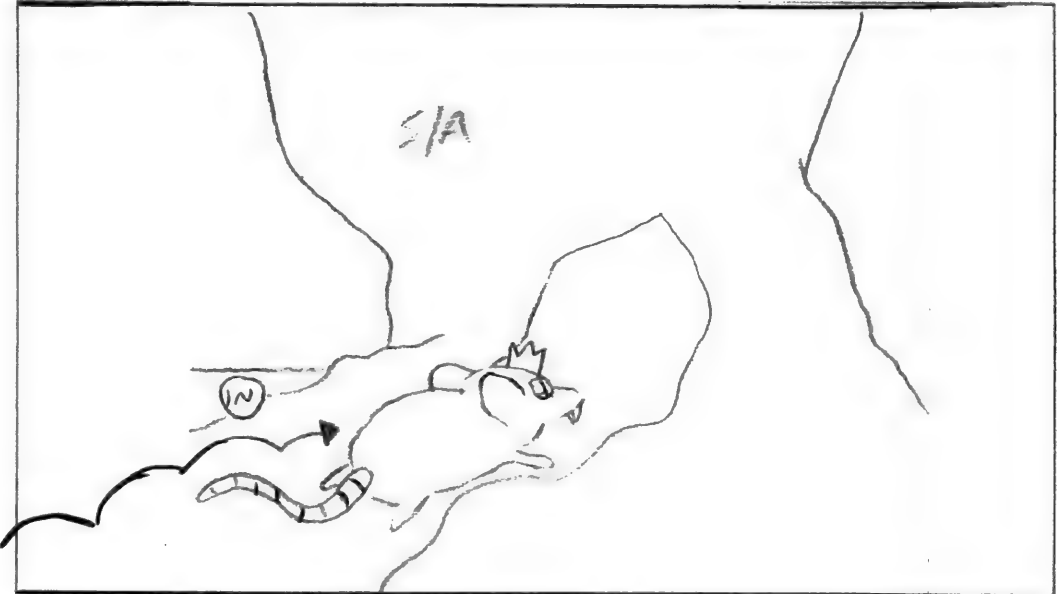


Sc. 49 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

-RAT KING RUNS INTO HOLE

Timing:

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Production :

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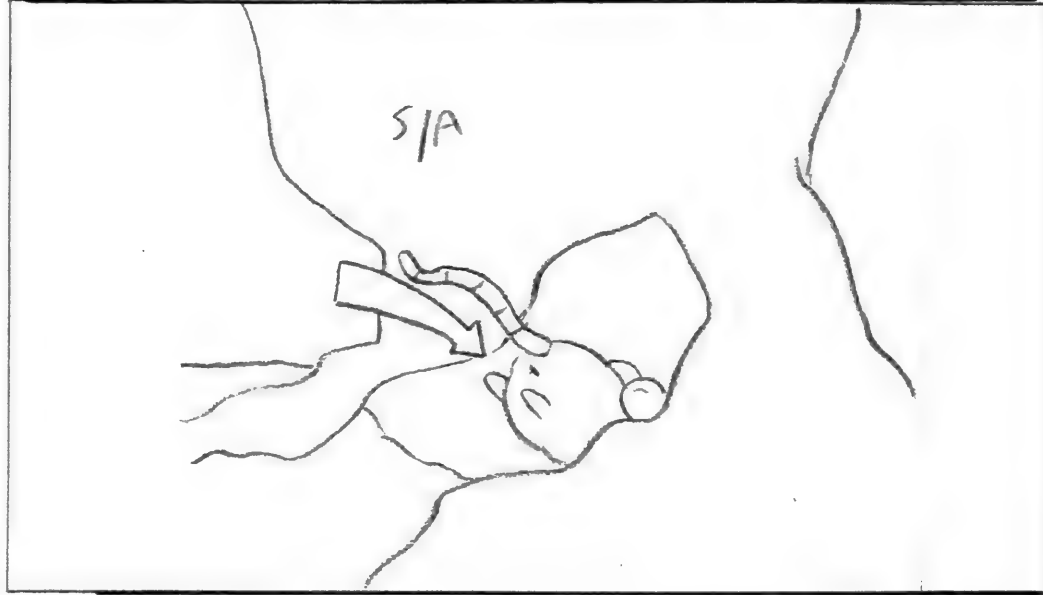


Page - 100
day night

Sc. 49 *cont* Pnl. C

Bg.

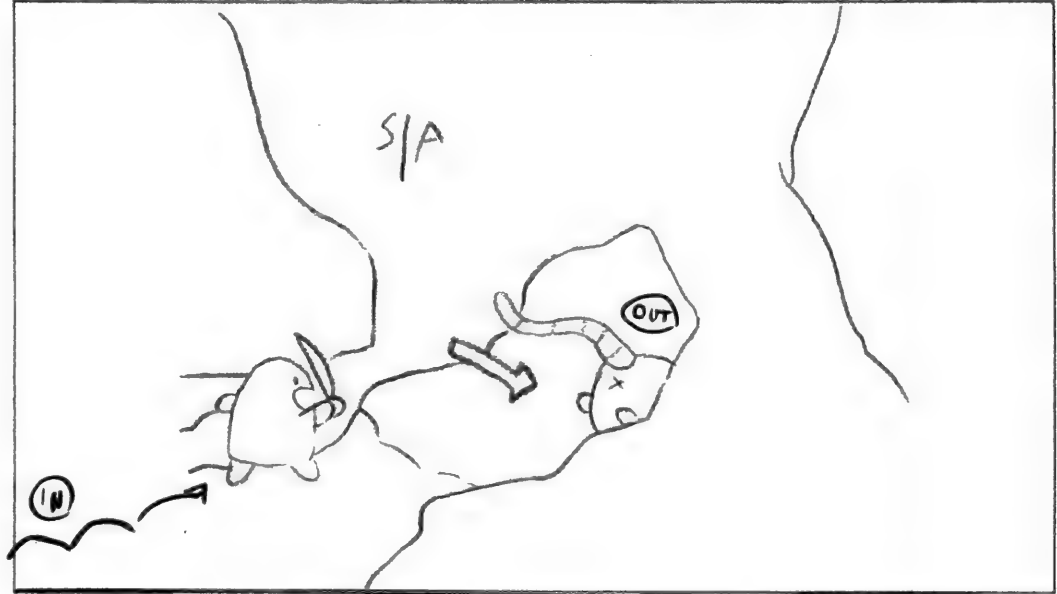
day night



Sc. 49 *cont* Pnl. D

Bg.

day night



Dialog:

K (9/5): AAAH!

Action:

- RK JUMPS DOWN HOLE

K: AAAH!

- K RUNS ON/S

Timing:

FEB 10 2014

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Production :

1025/172

ADVENTURE TIME



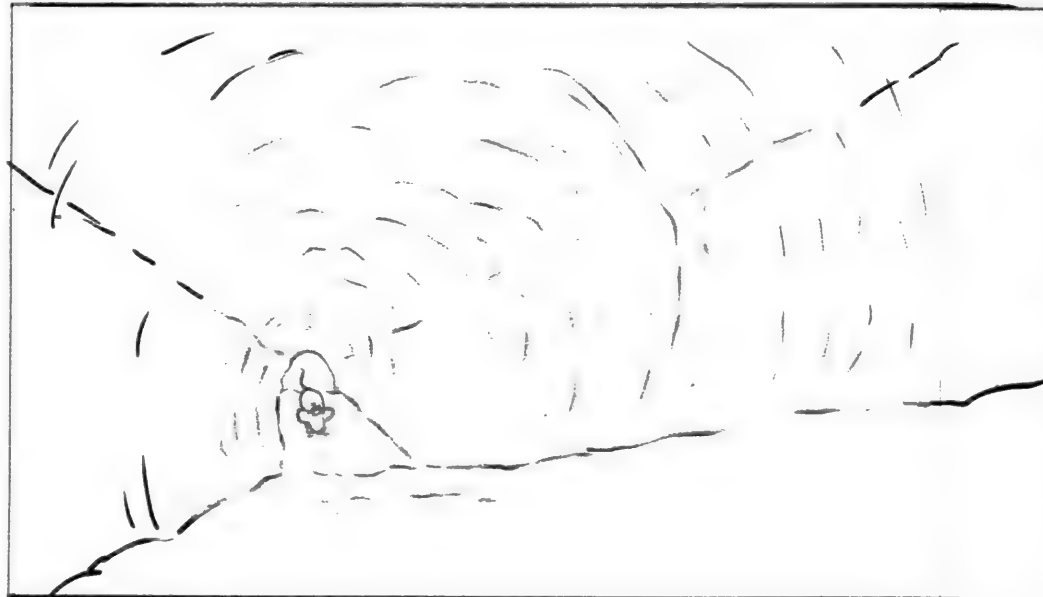
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Sc. 50

Pnl. A

Bg.

day night



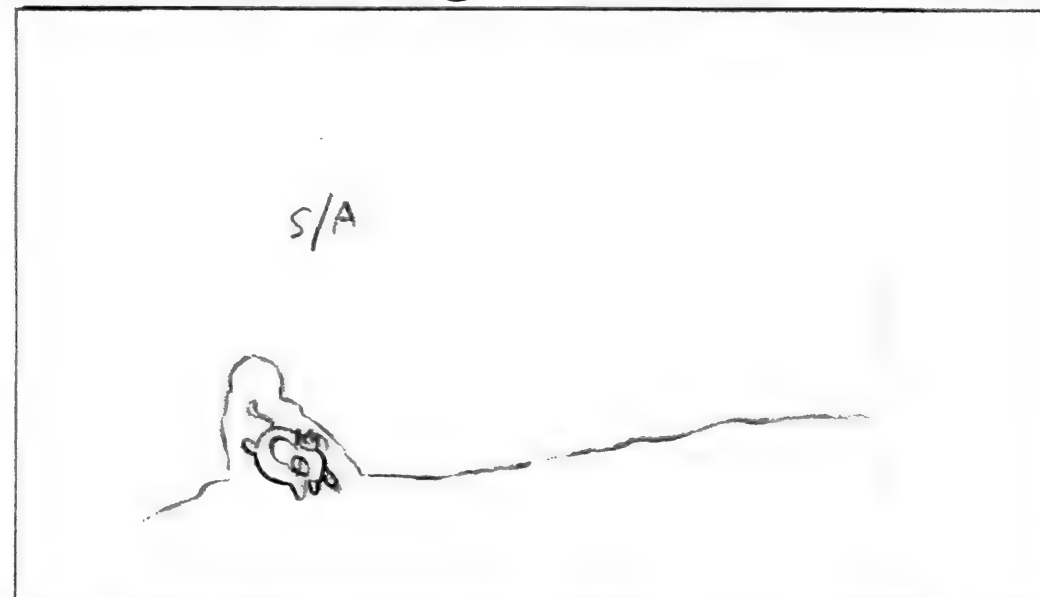
Sc. 50

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

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Production :

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ADVENTURE TIME



Page 102

Sc. 50 *cont* Pnl. C

Bg.

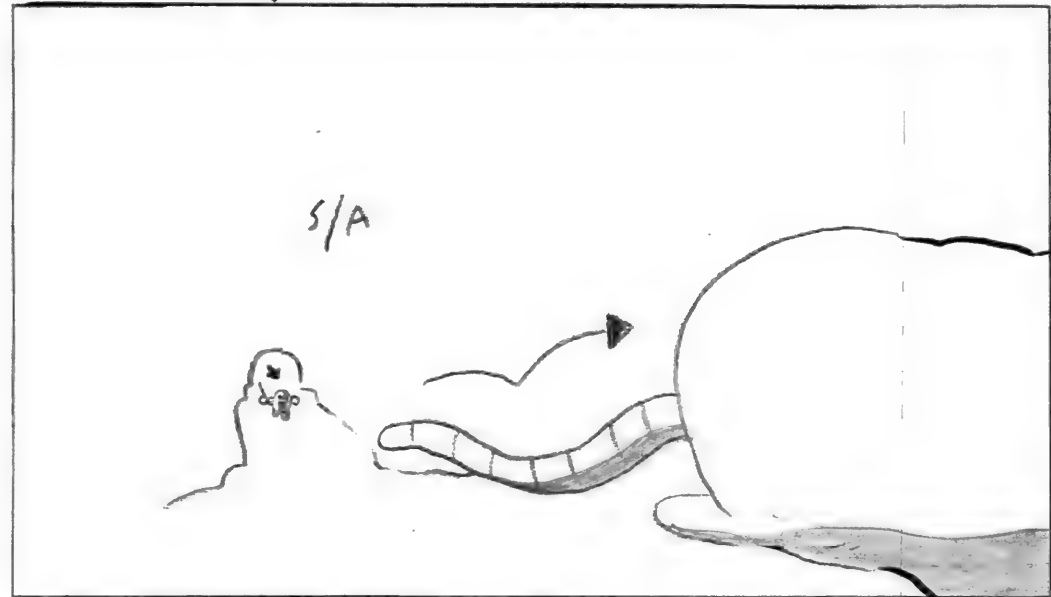
day night



Sc. 50 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

- RK RUNS UP INCLINE.

- KENT RUNS ON/S.

Timing:

FEB 10 2014

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Production :

1025/172

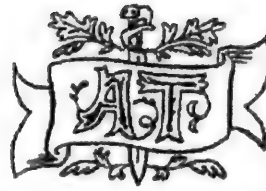
1025/172

1025/172

1025/172

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ADVENTURE TIME



Cut

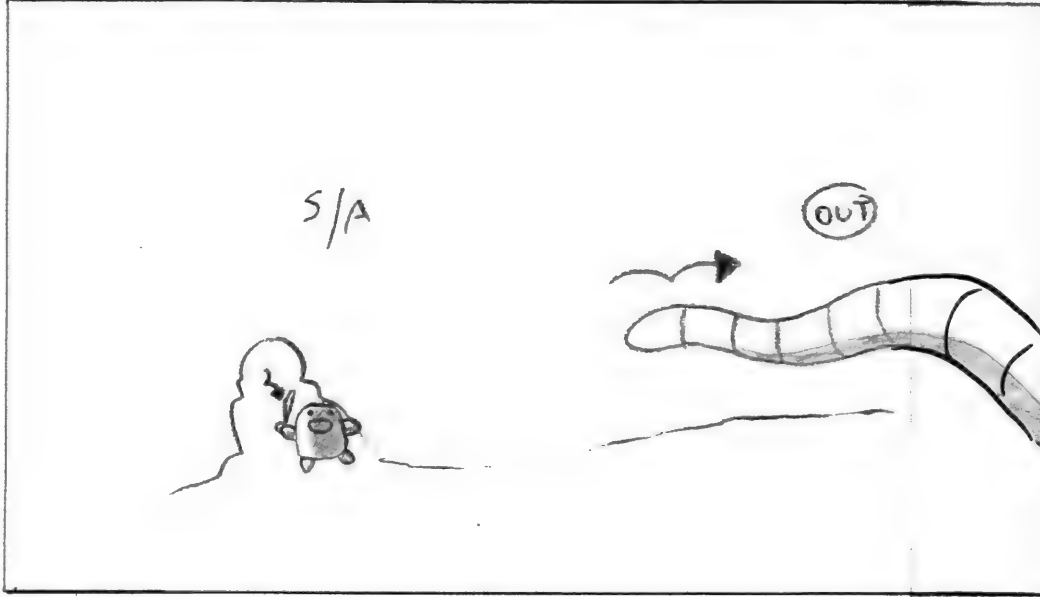
Page 103

Sc. 50 CONT

Pnl. E

Bg.

day night

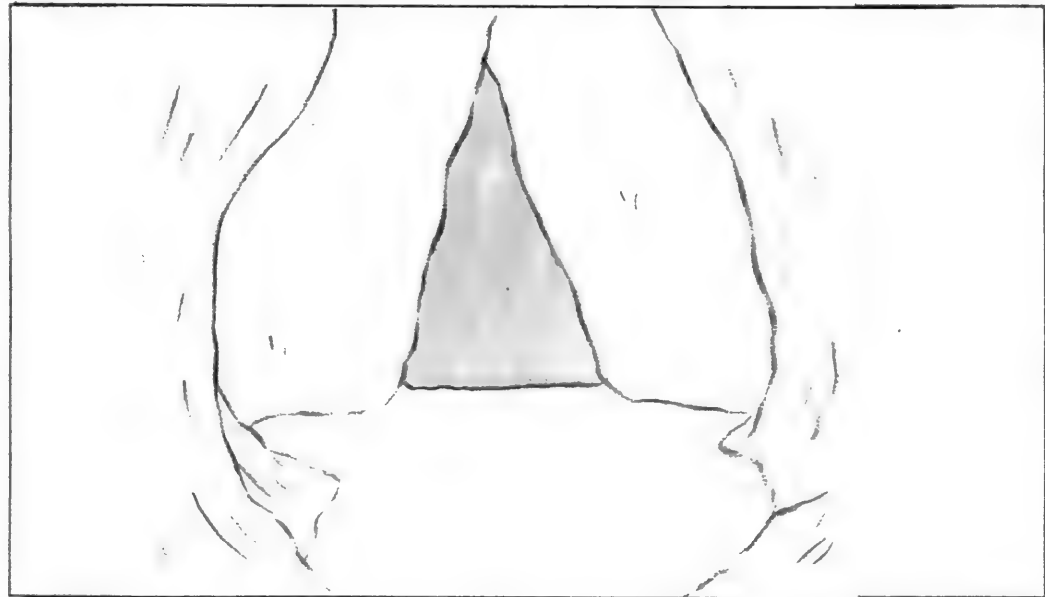


Sc. 51

Pnl. A

Bg.

day night



Dialog:

K: HEY, GET BACK HERE!

Action:

- RK RUNS OFF/S

Timing:

FEB 10 2014

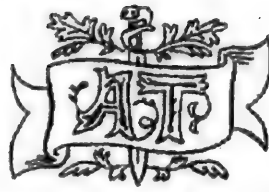
Production :

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1025/172

1025/172

ADVENTURE TIME

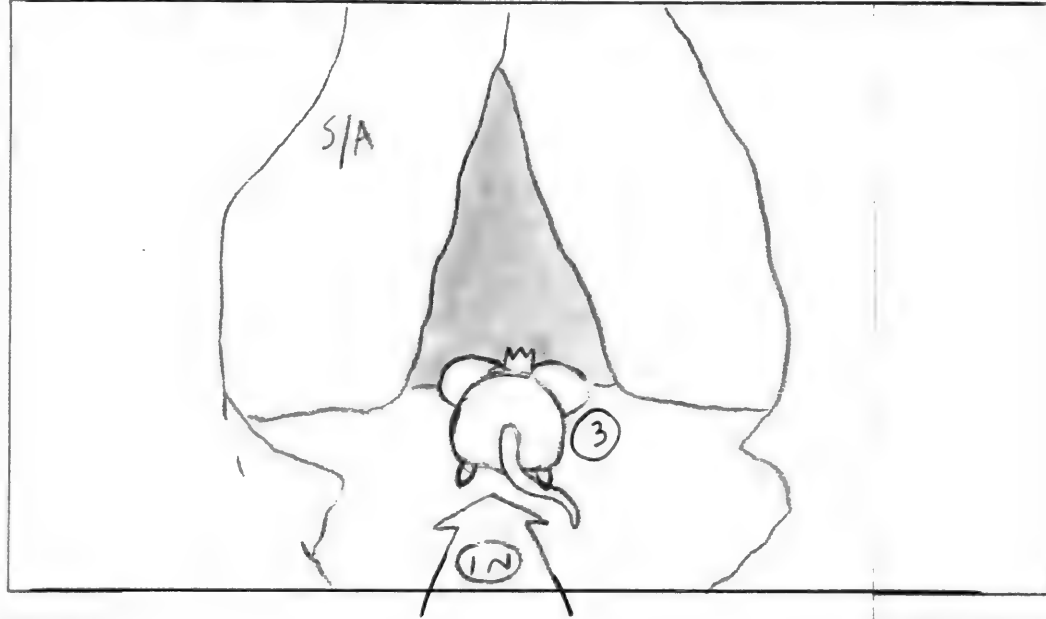


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Sc. 51 *cont* Pnl. B

Bg.

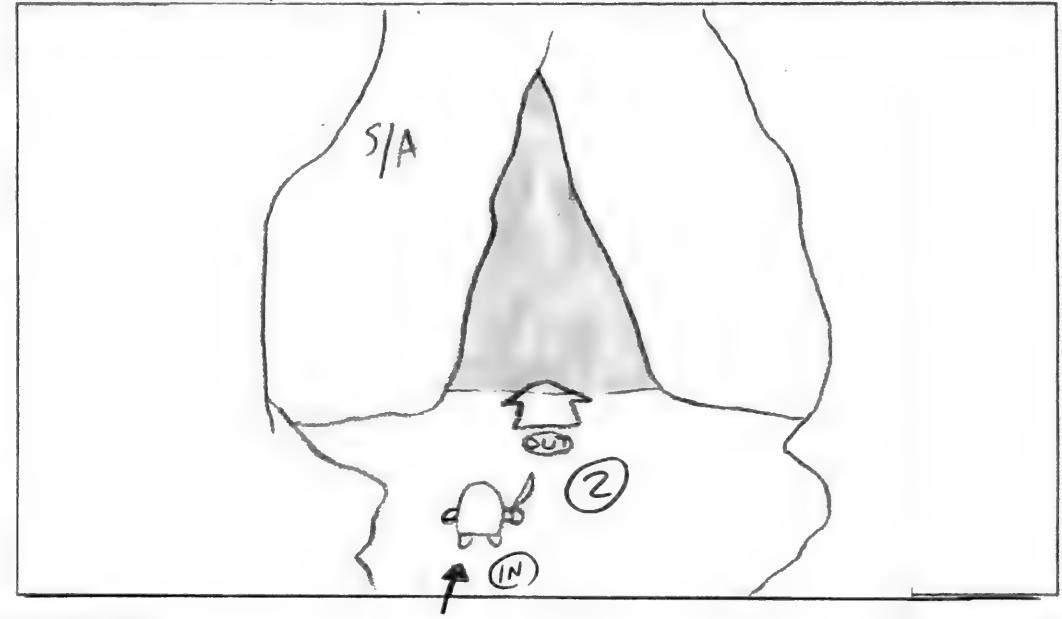
day night



Sc. 51 *cont* Pnl. C

Bg.

day night

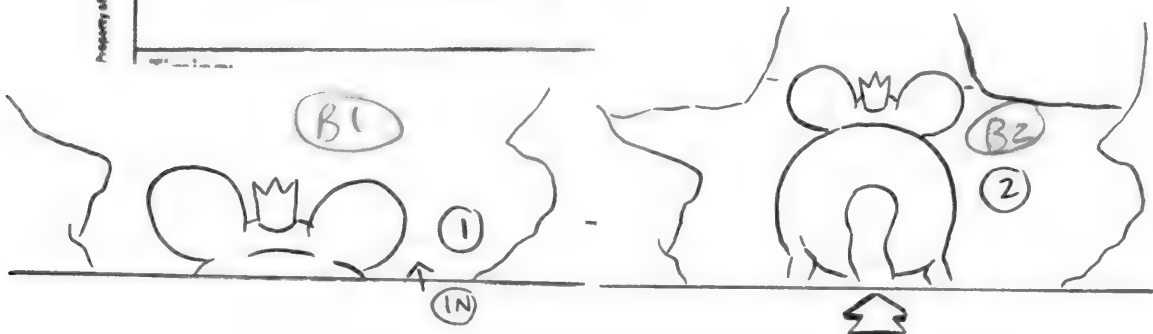


Dialog:

Action:

- RK RUNS ONIS.

- RK RUNS INTO DARKNESS.



EPISODE # 1025-172

1025/172

1025/172

1025/172

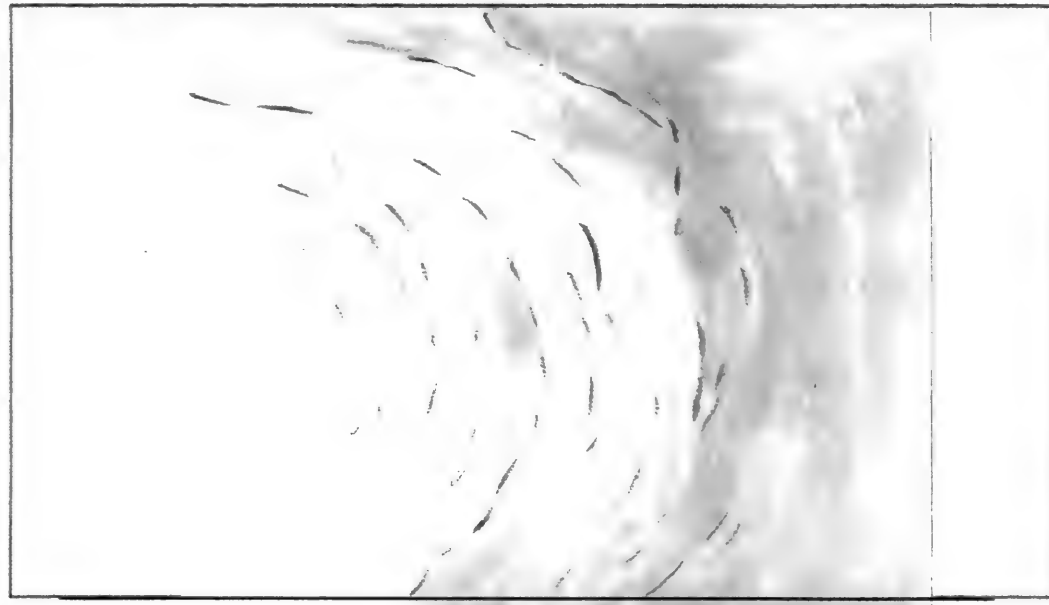
1025/172

Cut

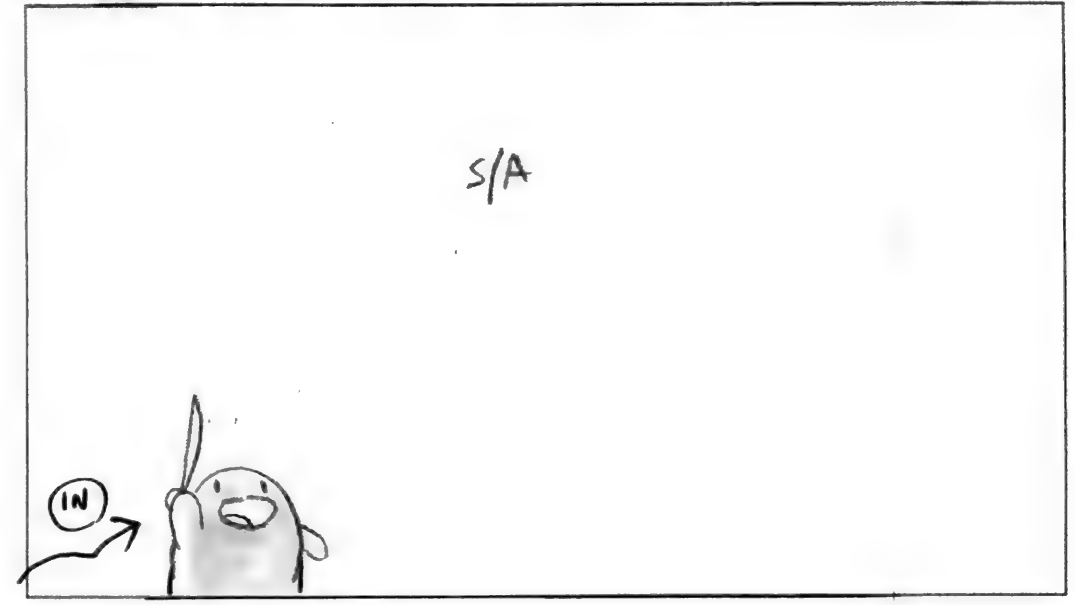
ADVENTURE TIME



Sc. **52** Pnl. **A** Bg. day night



Sc. **52 CONT** Pnl. **B** Bg. day night



Dialog:	
<u>K</u> : DON'T RUN!	<u>K</u> : I'M SUPER NEW AT FIGHTS!
Action:	
-K RUNS INTO DARK CAVE,	
Timing:	
FEB 10 2014	

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ADVENTURE TIME



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Sc. 52 *cont* Pnl. C

Bg.

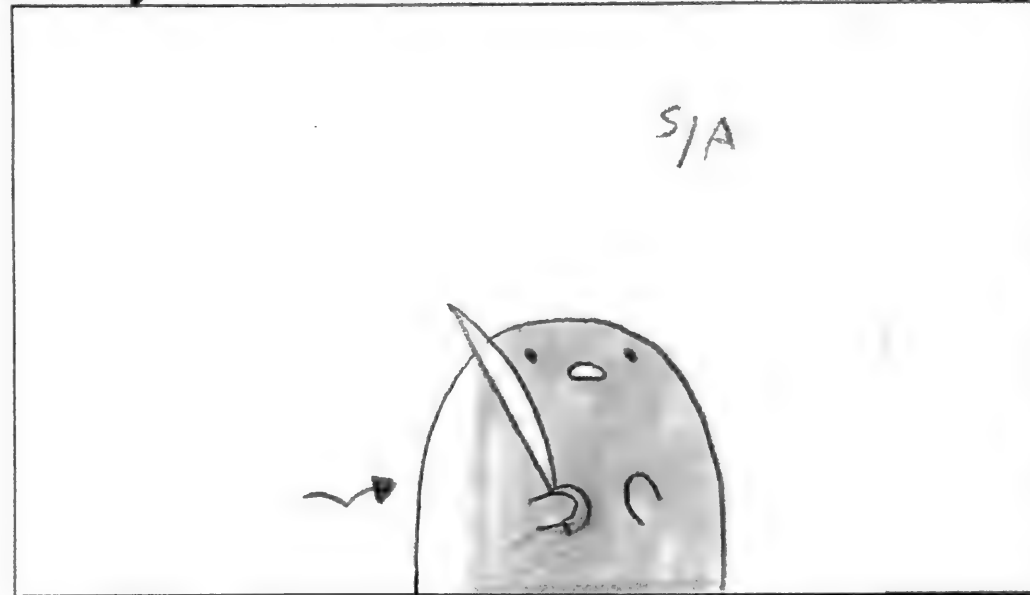
day night



Sc. 52 *cont* Pnl. D

Bg.

day night



Dialog:

K: AND AT BEIN' ALIVE.

K: UHM

SFX: * RAT SQUEAKS *

Action:

- K. STOPS IN HIS TRACKS

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

Hu
cut

ADVENTURE TIME



Page 107

Sc. 53

Pnl. A

Bg.

day night



Sc. 53 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- GLOWING EYES APPEAR IN DARKNESS

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

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1025/172

ADVENTURE TIME



Sc. 53 CONT

Pnl. C

Bg.

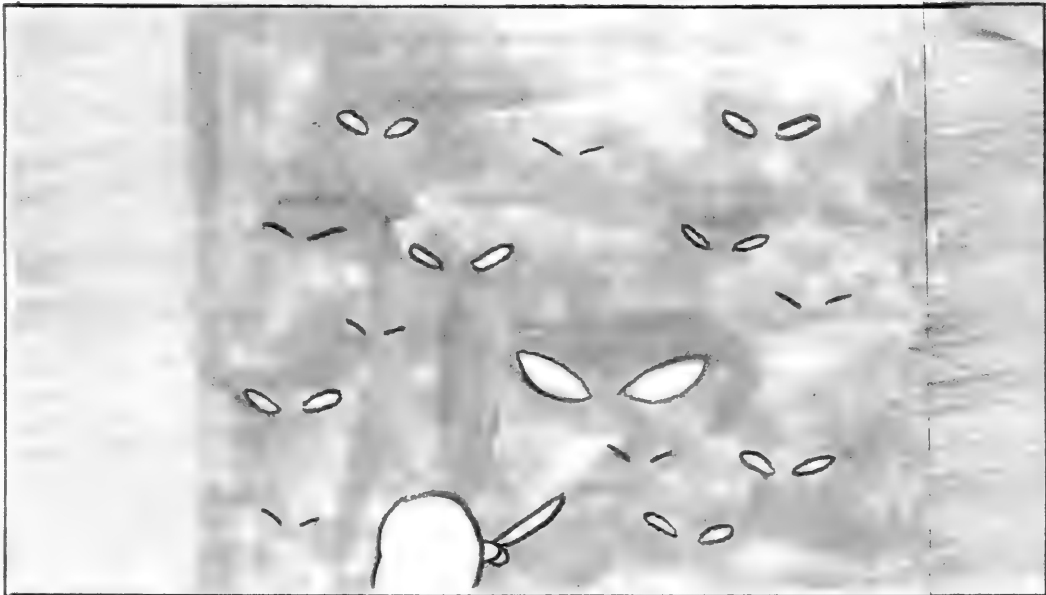
day night



Sc. 53 CONT Pnl. D

Bg.

day night



Dialog:

Action: MORE
- EYES APPEAR

- MORE EYES APPEAR

Timing:

FEB 10 2014

EPISODE # 1025-172

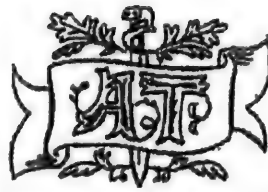
Production :

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1025/172

1025/172

ADVENTURE TIME



Page 109

Sc. 53 CONT

Bg.

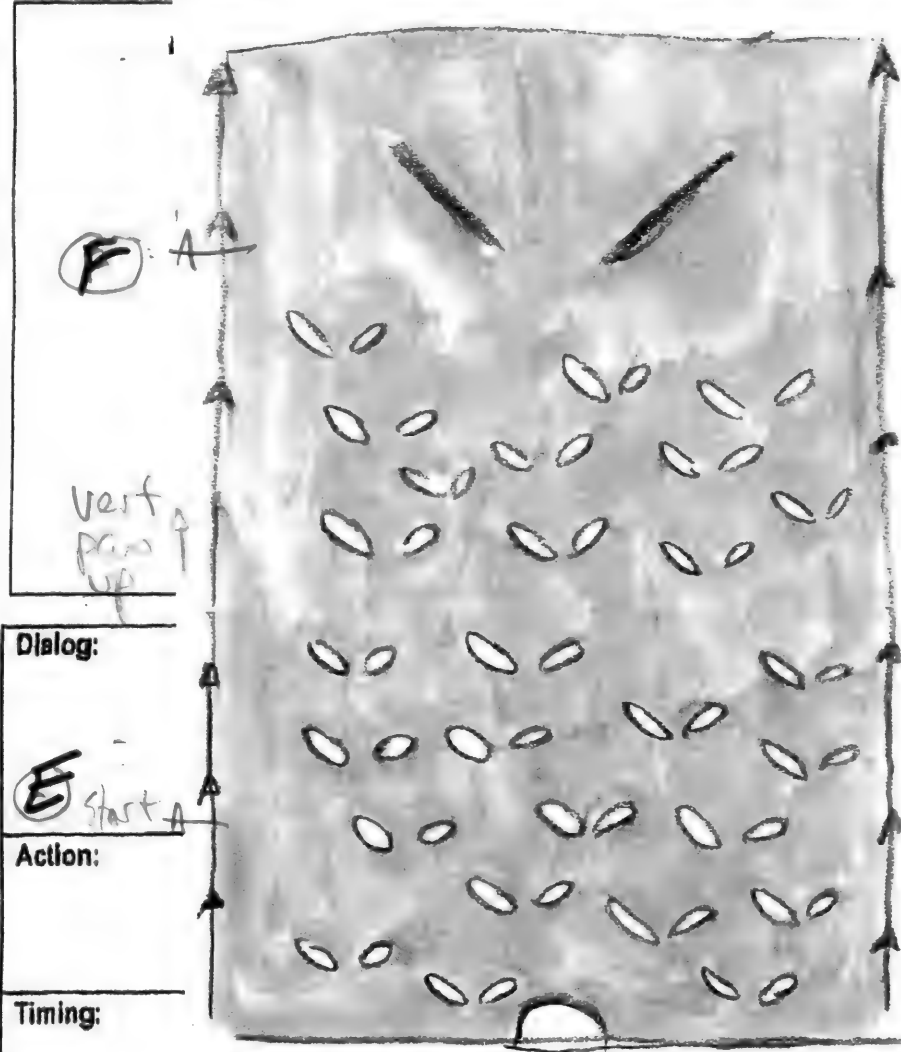
day night

Sc. 53 CONT Pnl.

9

Bg.

day night



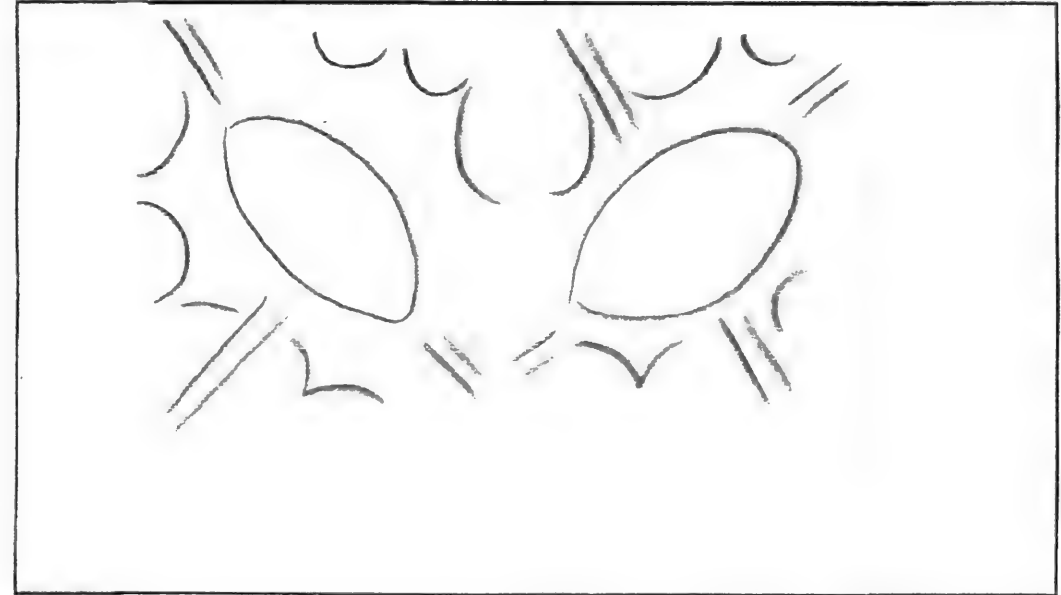
Dialog:

E Start

Action:

Timing:

Vert PAN UP TO BIG EYES
AS EYE APPEAR.



SFX: * SHING! *

-EYES OPEN & FLASH BRIGHT

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1025/172

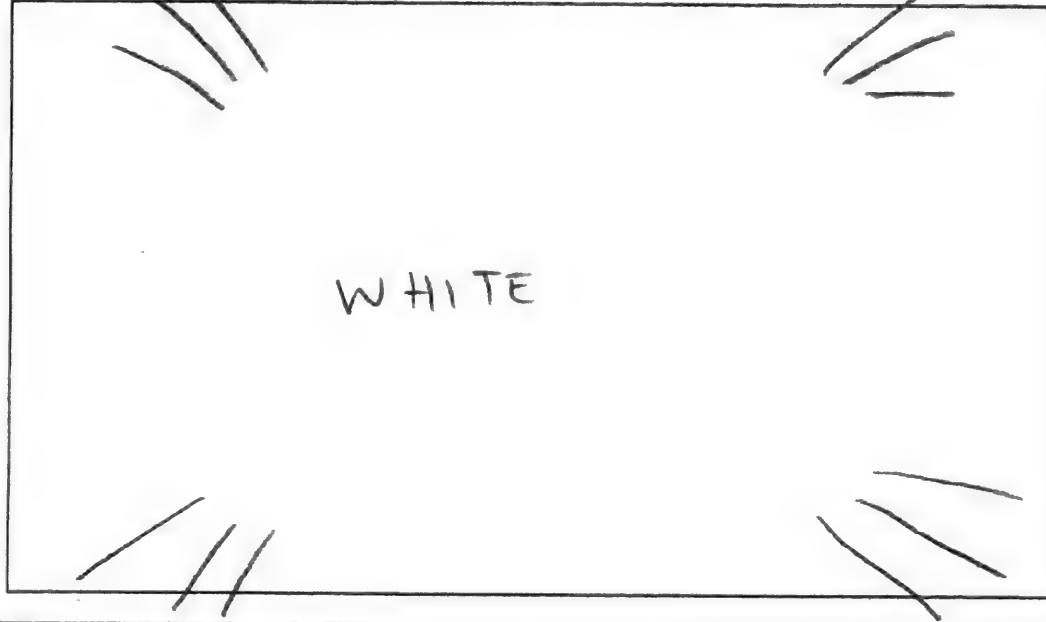
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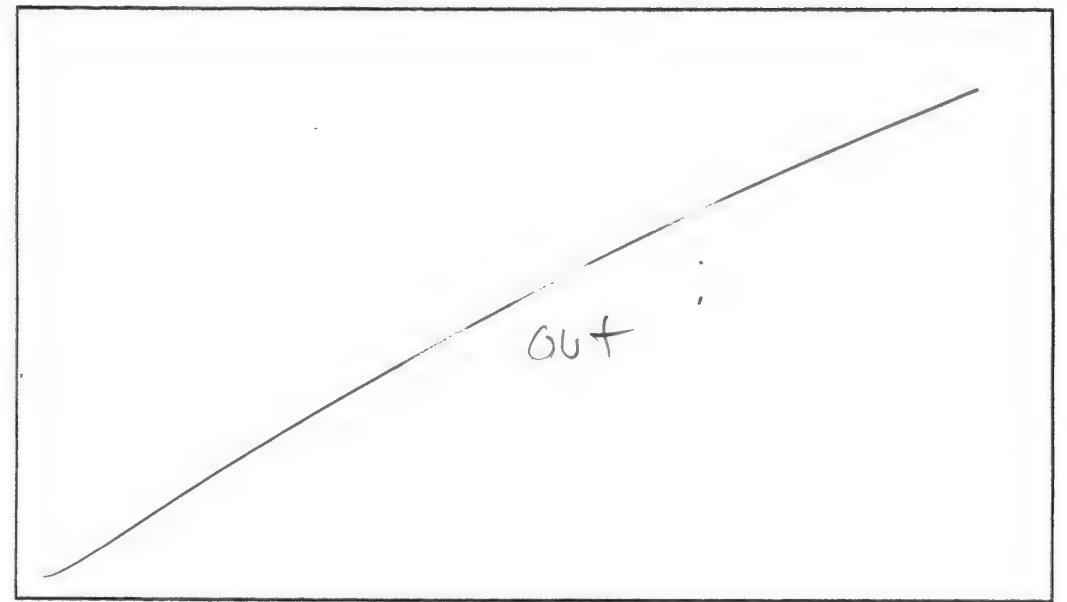


Page 110

Sc. 53 CONT Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog:	KENT : [GASP]
Action:	- WHITE FILLS SCREEN
Timing:	FEB 10 2014

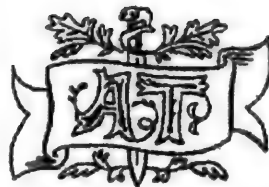
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Cut

Page 111

Sc. 53 CONT Pnl. I Bg.

day night



Sc. 54

Pnl. A

Bg.

day night



Dialog:

Black Fr.

FADE IN

Action:

- HARD CUT TO BLACK

- FADE IN ON BRUISED KENT

FEB 10 2014

Timing:

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Production :

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1025/172

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ADVENTURE TIME



Page 112

Sc. S4 CONT Pnl. B

Bg.

day night



Sc. S4 CONT Pnl. C

Bg.

day night



Dialog:

K: UUH...

Action:

-KENT SLOWLY OPENS EYES

Timing:

DEWDROP (0/5): Hi!

FEB 10 2014



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EPISODE # 1025-172

1025/172

Production :

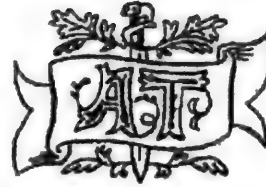
1025/172

1025/172

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Hu
Cut

ADVENTURE TIME



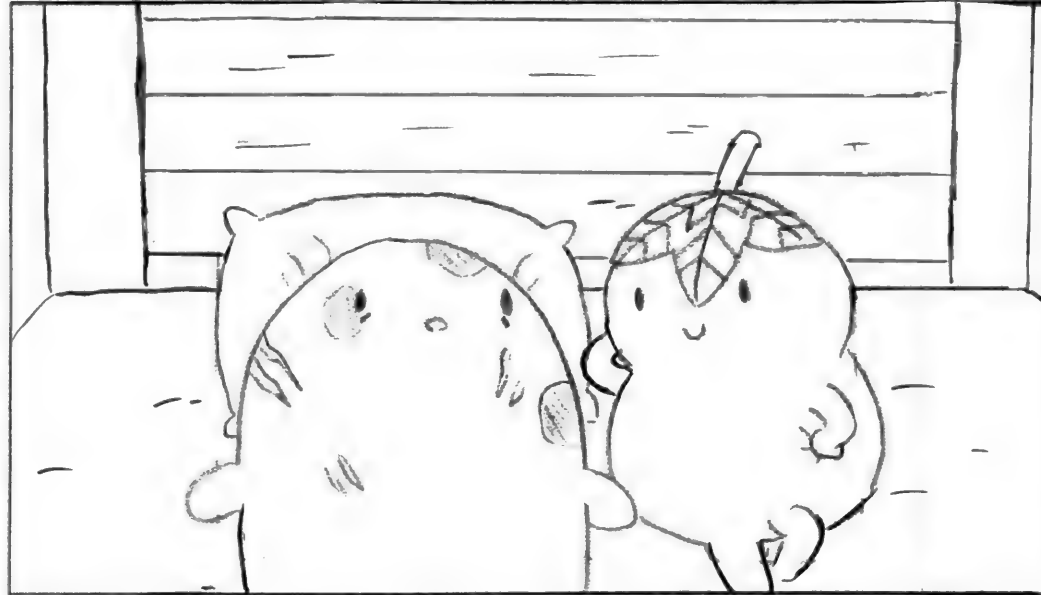
Page 113

Sc. 54A

Pnl. A

Bg.

day night

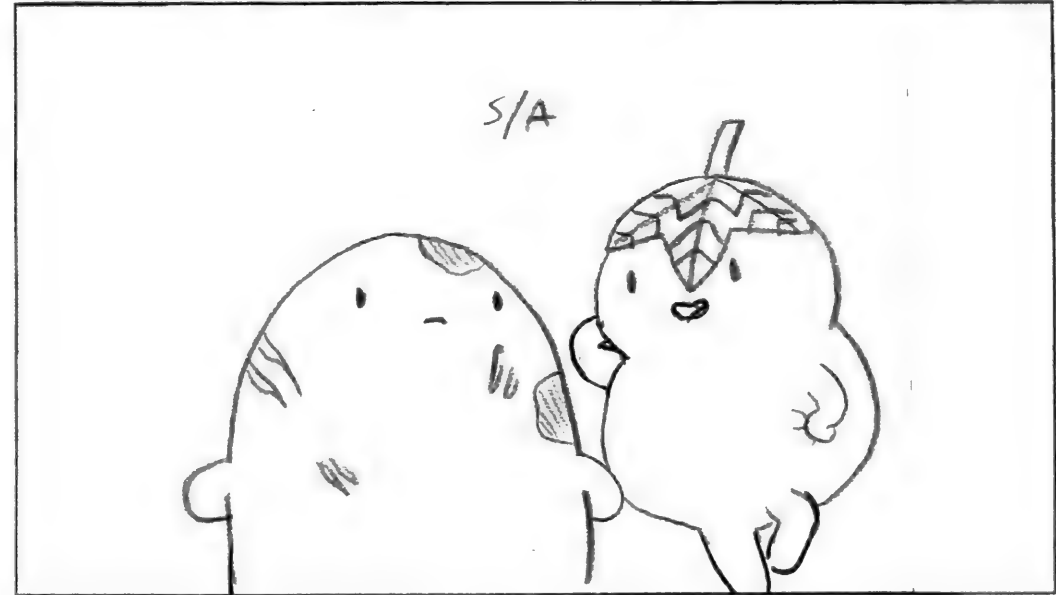


Sc. 54A *cont*

Pnl. B

Bg.

day night



Hu
Cut

Dialog:

K: HN-WHO ARE YOU?

DD: AH-HAAAAHA~

Action:

- TRUCK OUT TO INCLUDE DEWDROP

- KENT LOOKS AT DEWDROP

FEB 10 2014

Timing:

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1025/172

Production :

1025/172

1025/172

HW
cut

ADVENTURE TIME



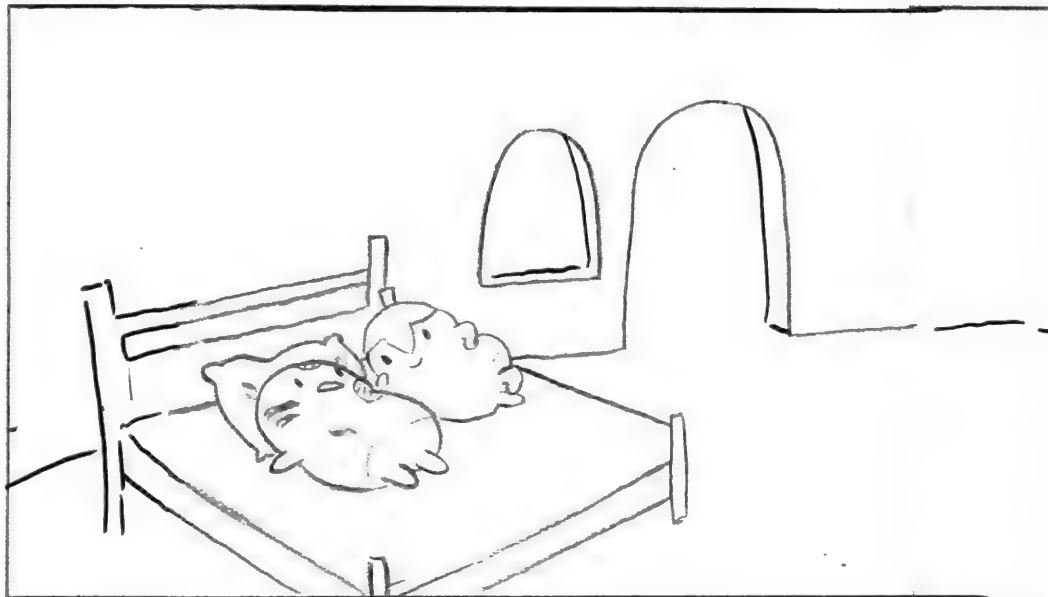
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Sc. 55

Pnl. A

Bg.

day night

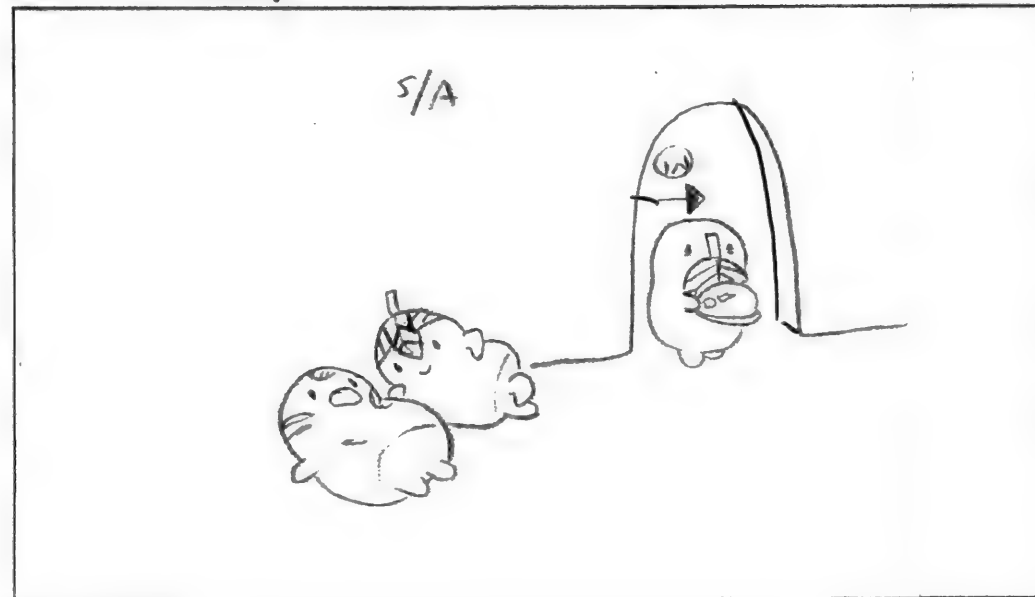


Sc. 55 *CONT*

Pnl. B

Bg.

day night



Dialog:

K: WHERE AM I?

K: WHY DO MY PARTS HURT?

Action:

-LEAF BEARD ENTERS

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

the cut

ADVENTURE TIME



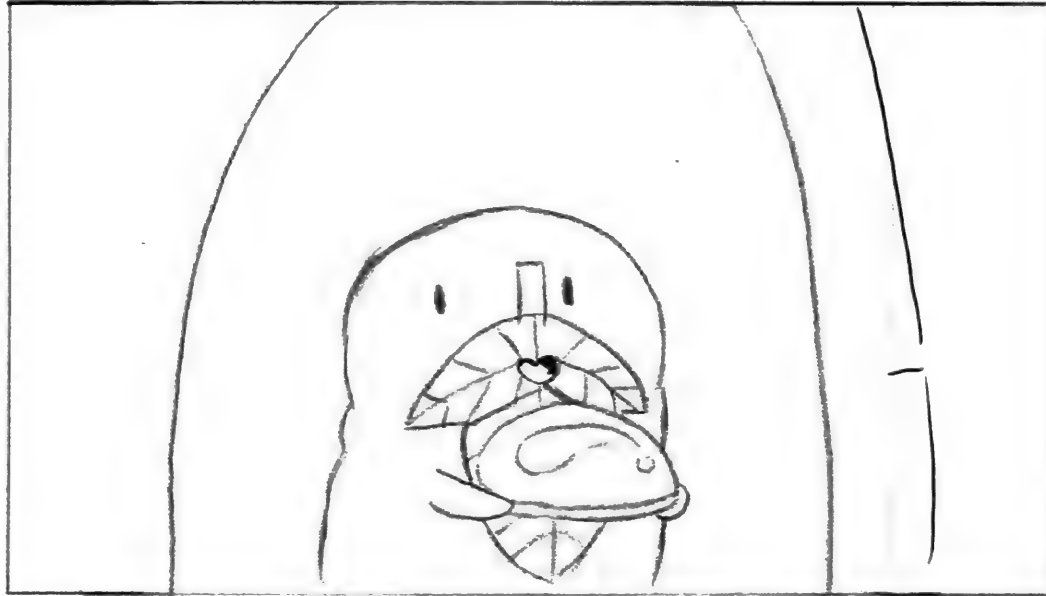
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Sc. 56

Pnl. A

Bg.

day night

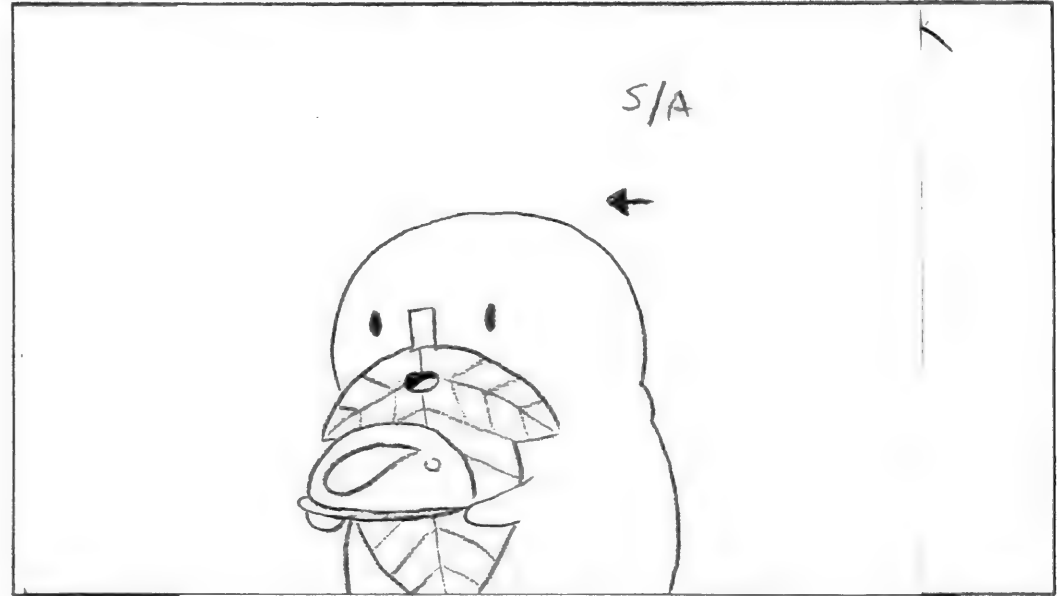


Sc. 56 CONT

Pnl. B

Bg.

day night



Dialog:

LEAF BEARD: OH GOOD, --

LB: YOU'RE AWAKE

Action:

FEB 10 2014

Timing:

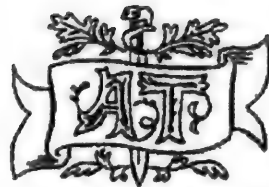
EPISODE # 1025-172

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Production :

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ADVENTURE TIME



Cut

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Sc. 56 CONT

Pnl. C

Bg.

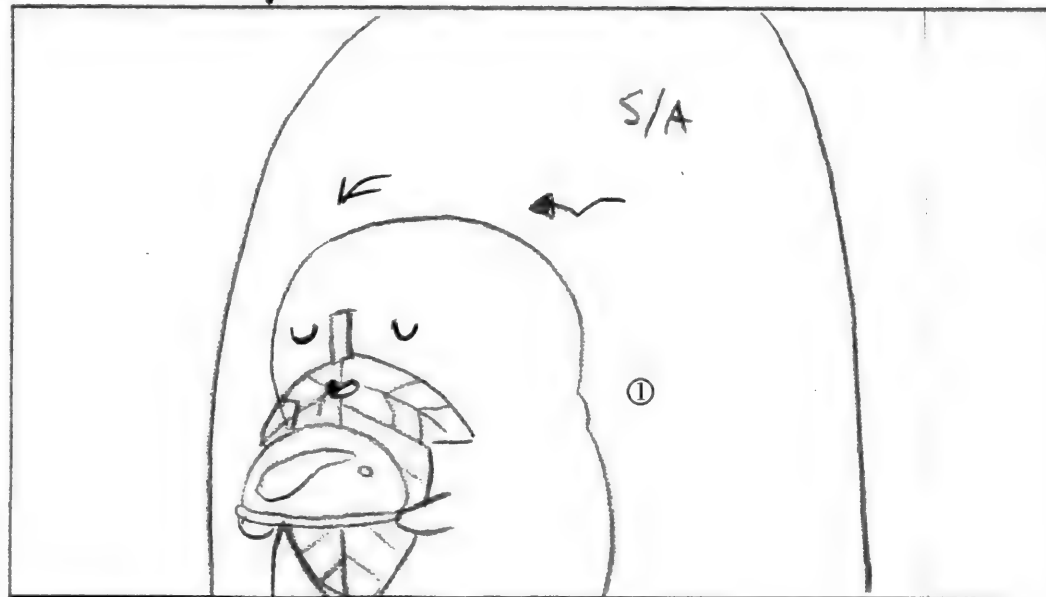
day night

Sc. 57

Pnl. A

Bg.

day night



Dialog:

LB: I FOUND YOU BLONKED OUT AND
BRUISED IN THE TUNNELS...

LB: I AM LEAFBEARD

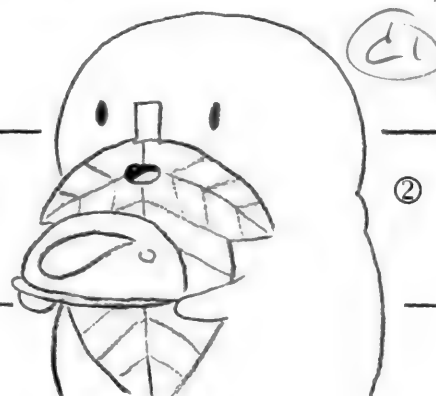
Action:

- LB BOWS

- LB WALKS ON / S

FEB 10 2014

Timing:



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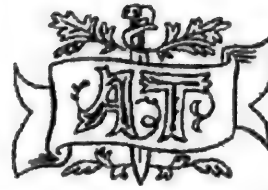
Production :

1025/172

1025/172

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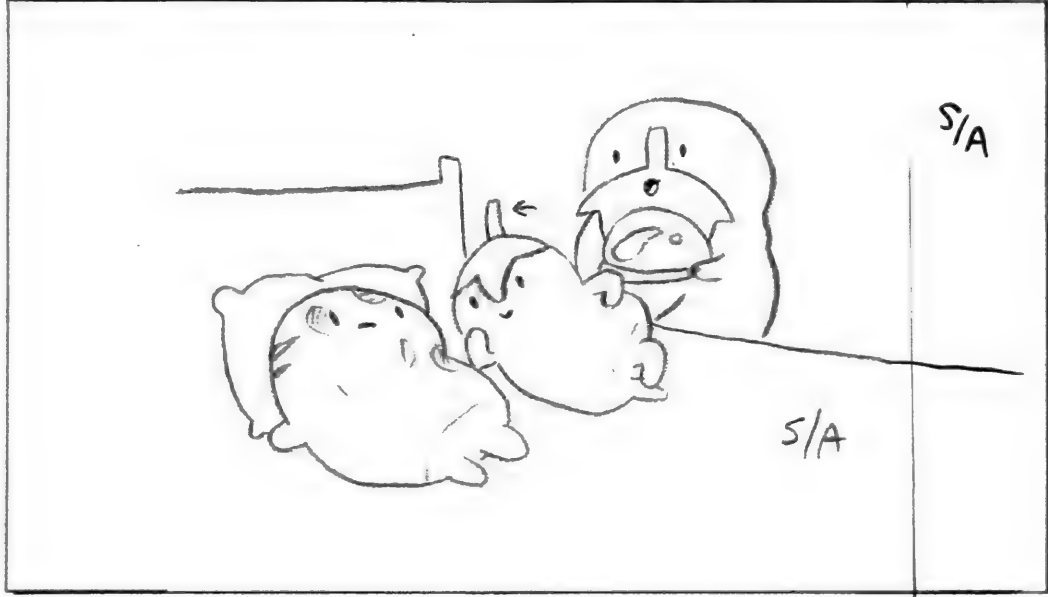
ADVENTURE TIME



Sc. 57 CONT Pnl. B

Bg.

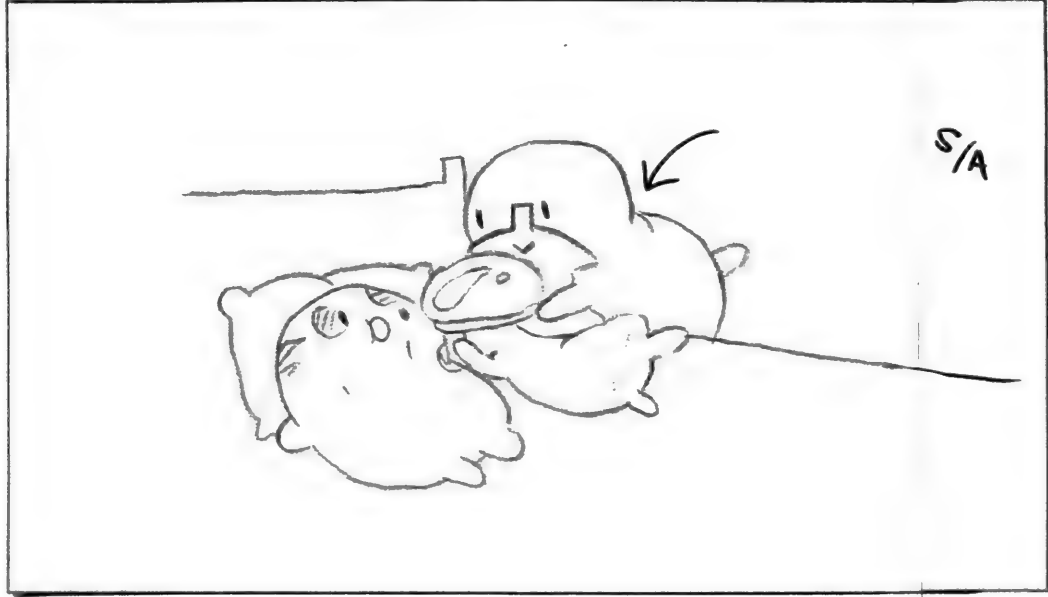
day night



Sc. 57 CONT Pnl. C

Bg.

day night



Dialog:

LB: BUT IF YOU DRINK OF OUR
DEWDROPS IT WILL FIX UP ALL
YOUR OUCHIES.

DD: OOF!

Action:

- DD TURNS TOWARDS KENT

-LB LEANS OVER TO FEED KENT

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Timing:

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1025/172

Production :

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1025/172

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ADVENTURE TIME



Sc. 57 CONT

Pnl. D

Bg.

day night

Sc. 57 CONT

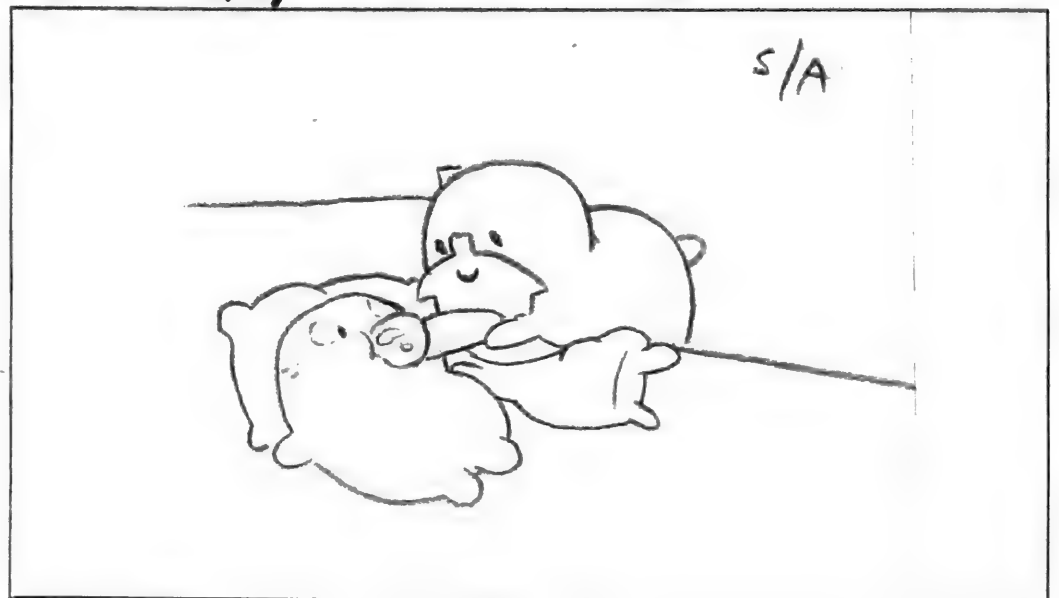
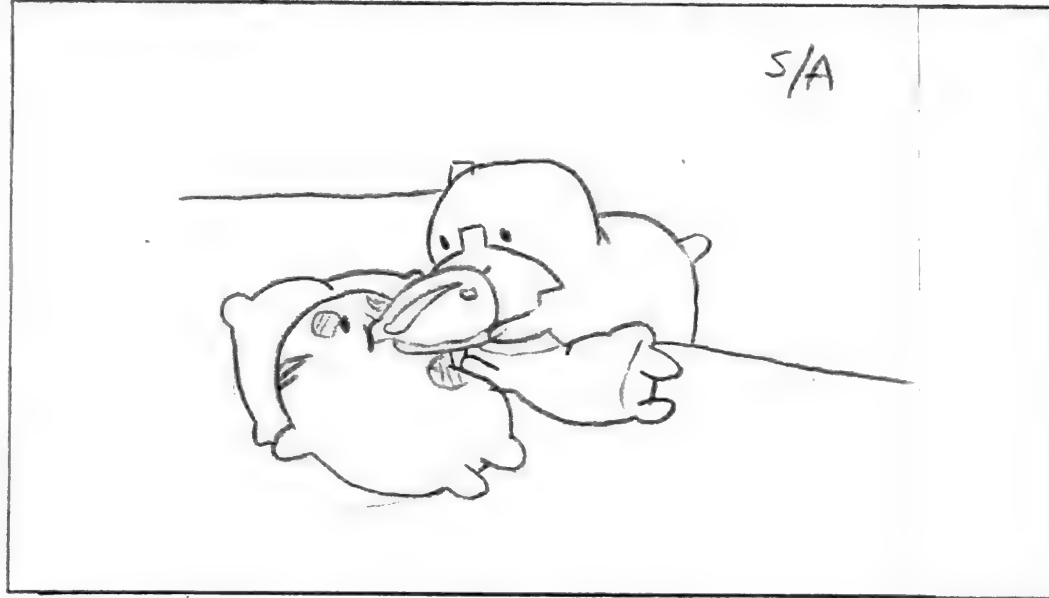
Pnl. E

Bg.

Page 118

NO PG 119
day night

HU
Cut



Dialog:

K: [DRINKING]

K: [GULP]

Action:

-KENTS WOUNDS DISAPPEAR

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

HW
Curt

ADVENTURE TIME



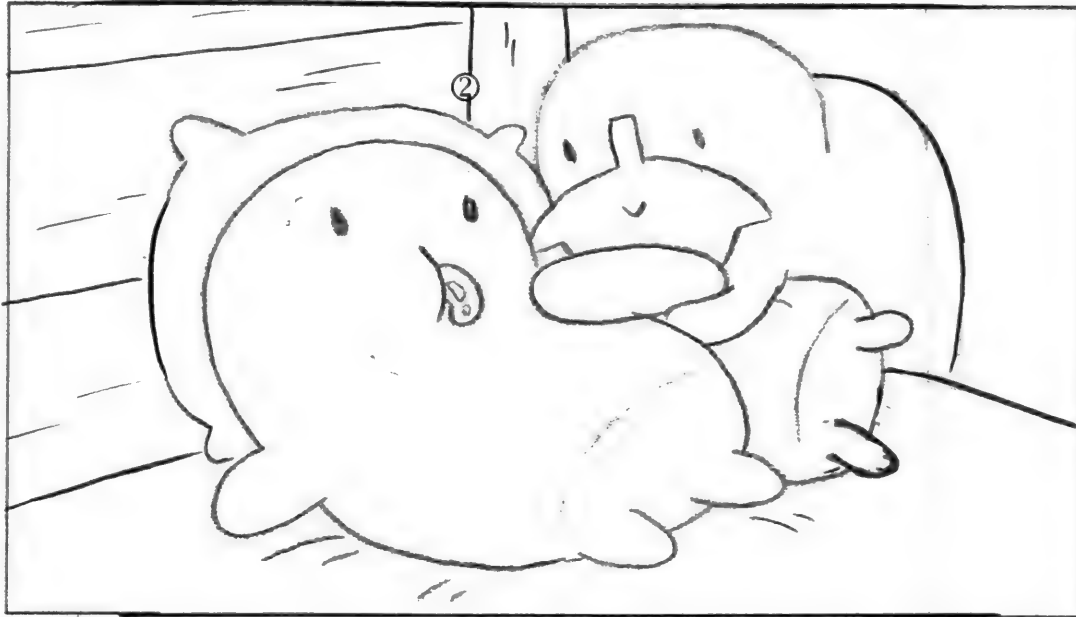
Page 120

Sc. 58

Pnl. A

Bg.

day night



Sc. 58 CONT Pnl. B

Bg.

day night



Dialog:

K: SLURRP

Action:



- K. SUCKS IN THE REST OF DEWDROP.

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Timing:

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1025/172

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ADVENTURE TIME



Sc. 58 CONT

Pnl. C

Bg.

day night

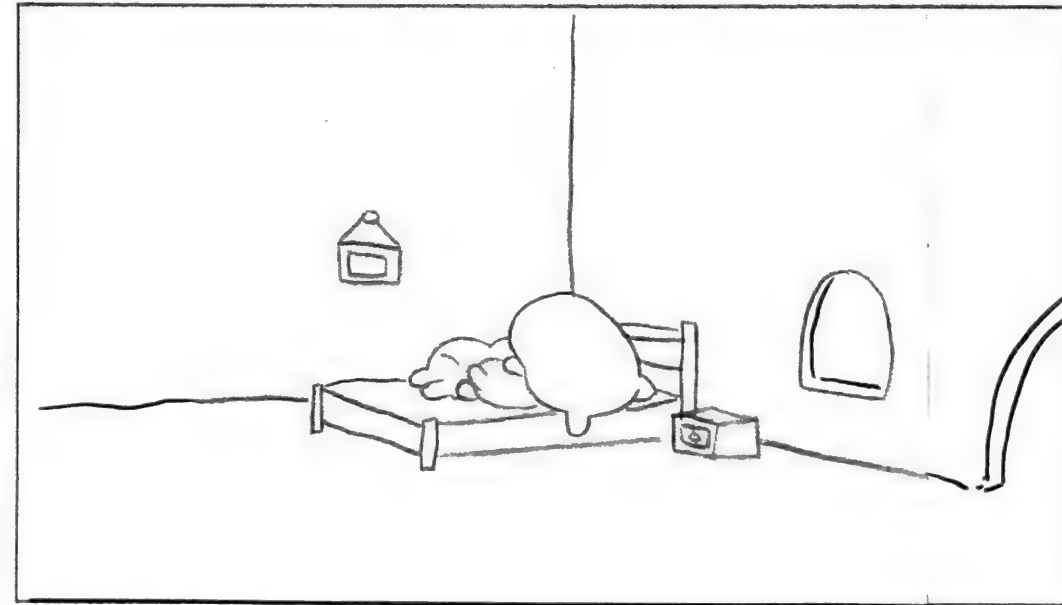


Sc. 59

Pnl. A

Bg.

day night



Dialog:

K: PPPBBBT

LB: HNGH ...

LB: HNG

Action:

K BLOWS RASPBERRY

FEB 10 2014

Timing:

EPISODE # 1025-172
1025/172

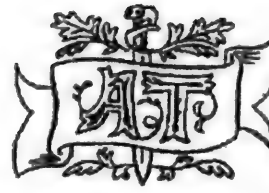
Production :

1025/172

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ADVENTURE TIME



Sc. 59 *cont* Pnl. B Bg. day night

Sc. 59 *cont* Pnl. C Bg. day night

Dialog:

LB: THE RAT KING MADE HIS WAY
TO OUR END OF THE ROOTS-

Action:

- LB SCOOTs OFF BED.

Timing:



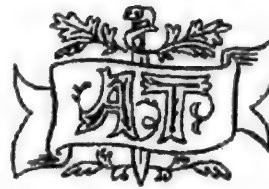
FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

ADVENTURE TIME



the
Cart

Page 123
day night

Sc. 59 *CONT* Pnl. D

Bg.

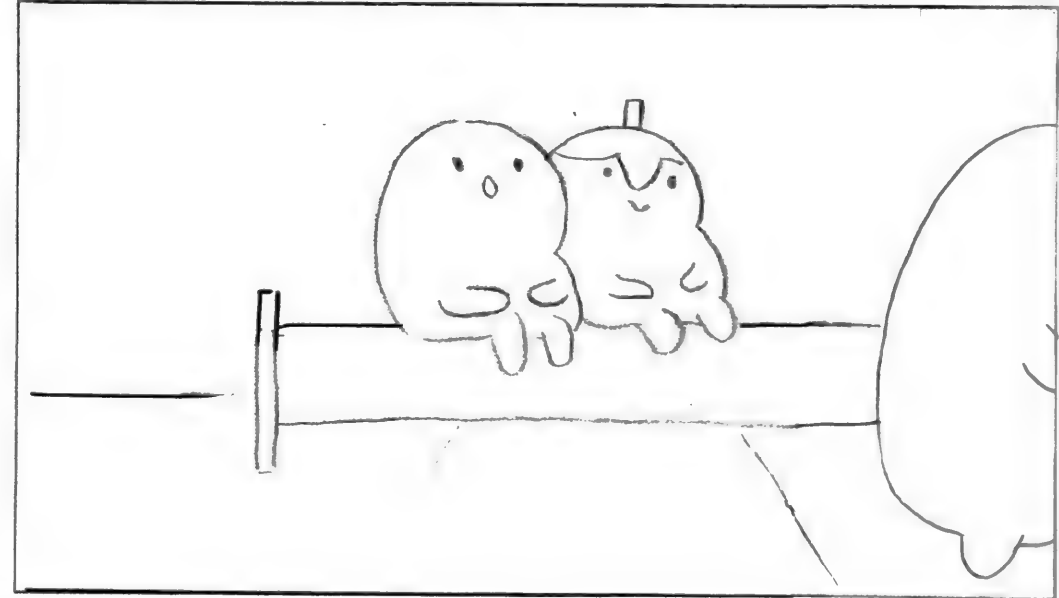
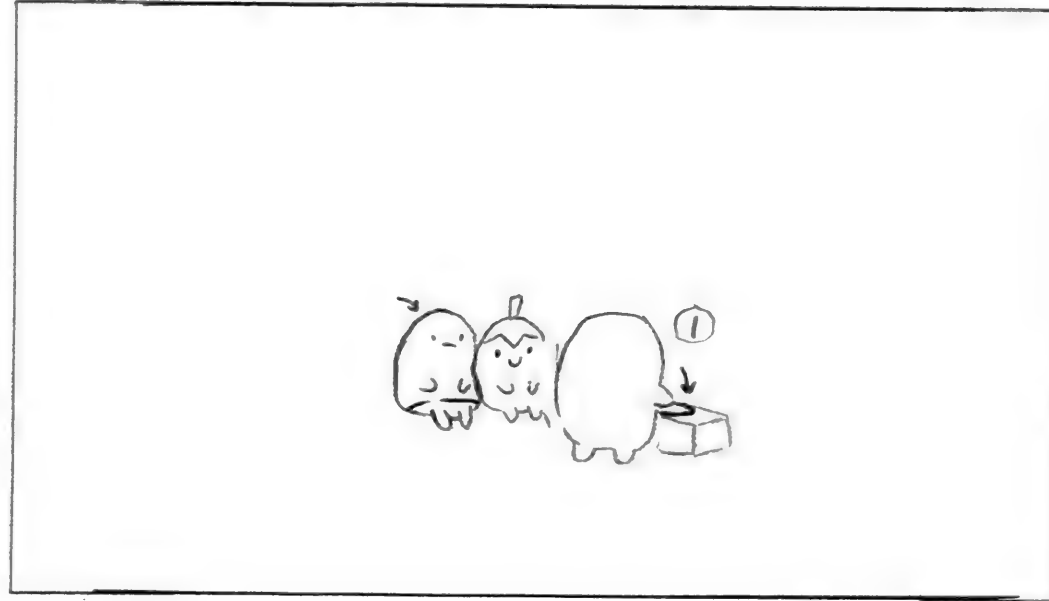
day night

Sc. 60

Pnl. A

Bg.

day night



Dialog:

LB: Y- YOU SHOULD BE MORE CAREFUL

HE'LL MUSS YOU UP FOR REAL NEXT TIME

K: OH,

Action:

- K + DD SIT UP

Timing:



FEB 10 2014

EPISODE # 1025-172

Production :

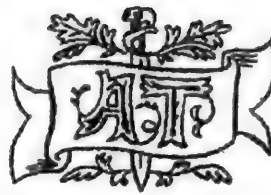
1025/172

1025/172

1025/172

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ADVENTURE TIME



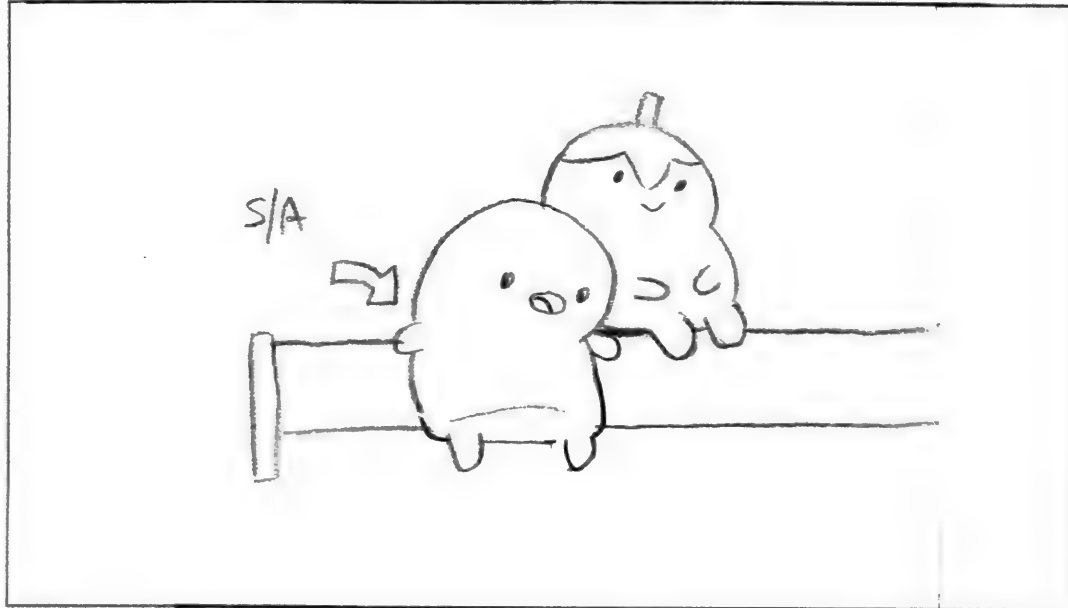
Page 124

HW
Cut

Sc. 60 *CONT* Pnl. B

Bg.

day night



Sc. 60 *CONT* Pnl. C

Bg.

day night



Dialog:

K: OH, OK-

K: WHAT'S A RAT KING? DD: [GASP!]

Action:

- KENT HOPS OFF BED

FEB 10 2014

Timing:

EPISODE # 1025-172

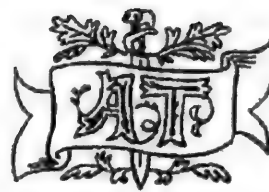
1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



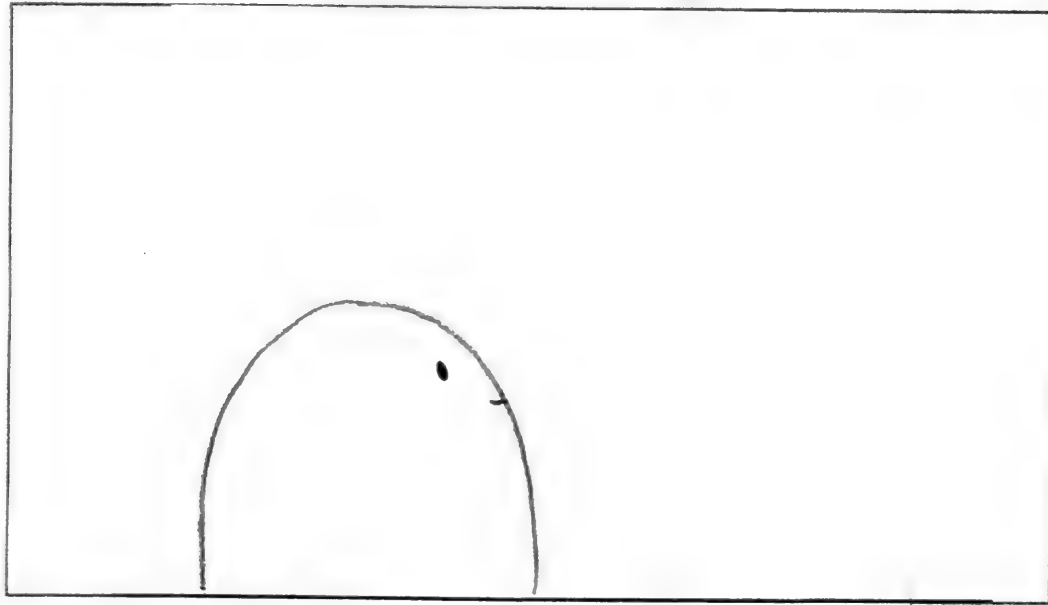
Page 125

Sc. 61

Pnl. A

Bg.

day night



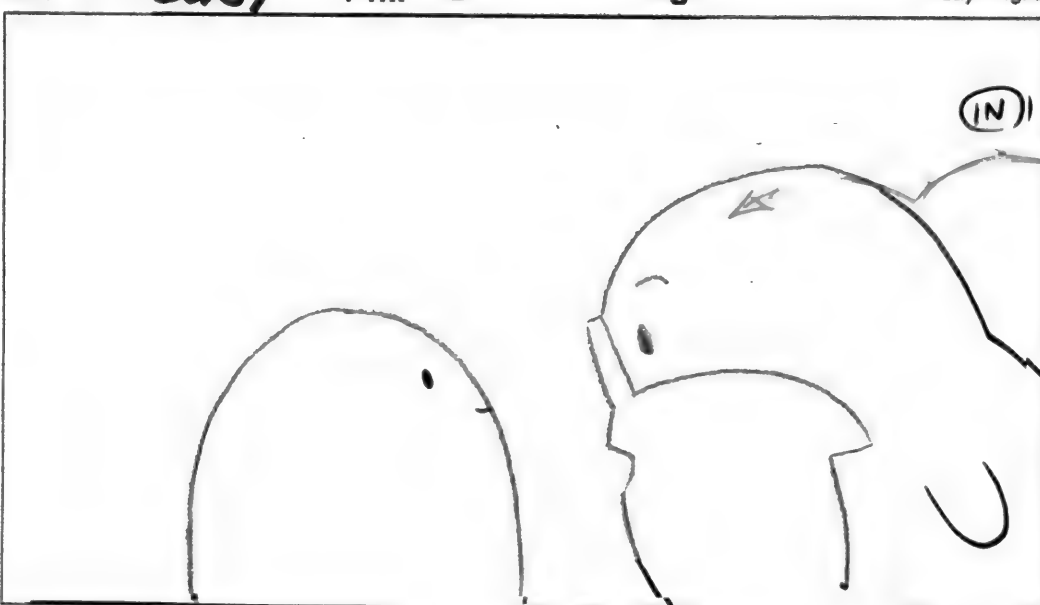
Sc. 61

cont

Pnl. B

Bg.

day night



Dialog:	
LB: (O/S) OH!	LB: YOU'RE NOT FROM THE ROOTS?
Action:	
Timing:	
FEB 10 2014	

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ADVENTURE TIME

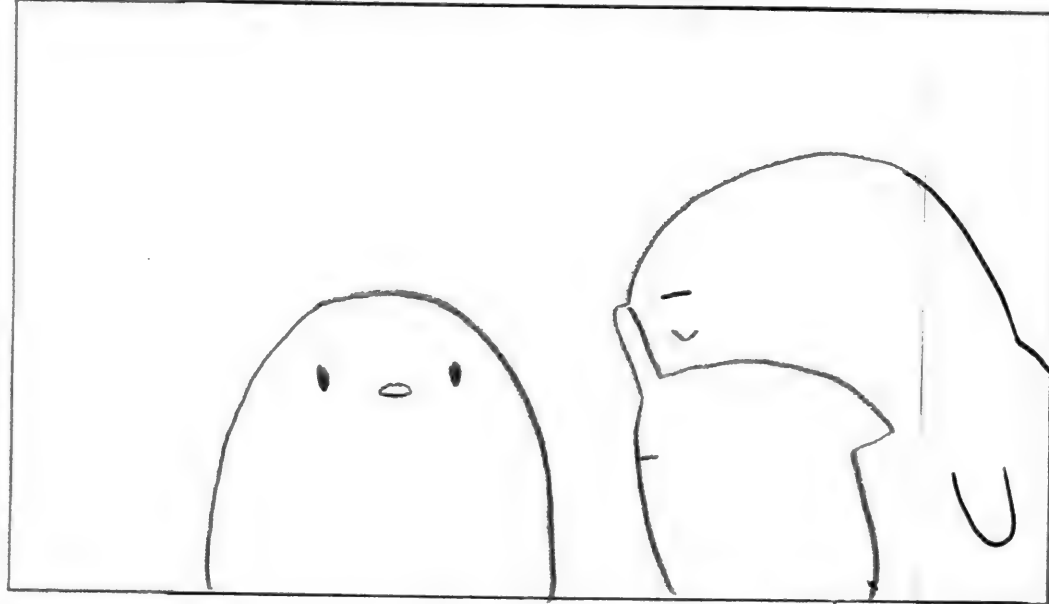


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Sc. 61 *cont* Pnl. C

Bg.

day night

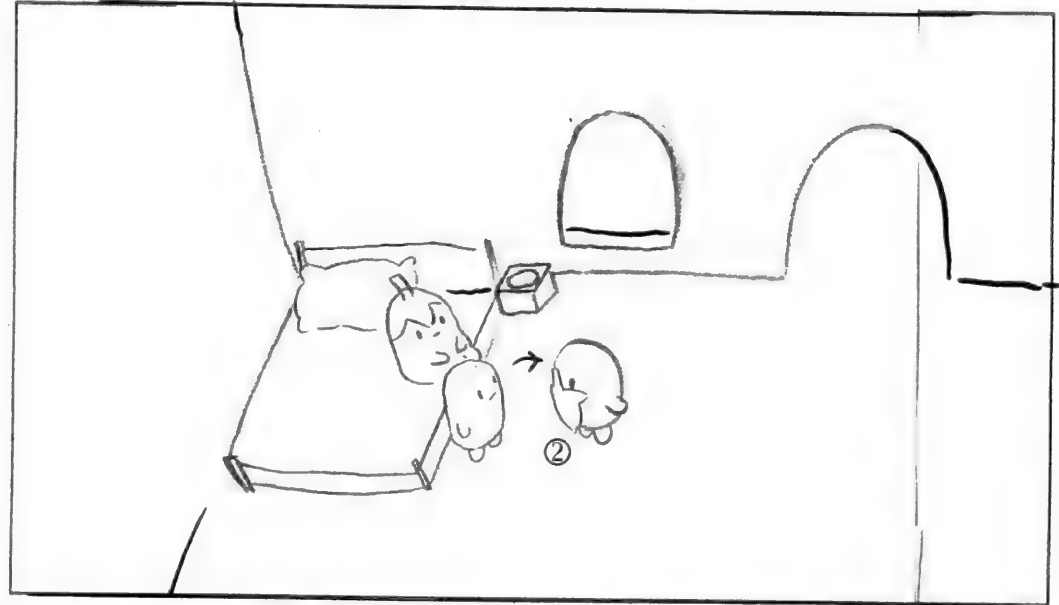


Sc. 62

Pnl. A

Bg.

day night



Dialog:

K: (WHISPERS) I'M FROM MY BROTHER'S BUTT MAYBE.

Action:

Timing:

LB: THE RAT KING HAS BEEN
DESTROYIN' OUR HOME.



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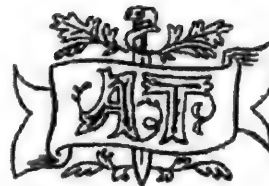
Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



Ho
Curt

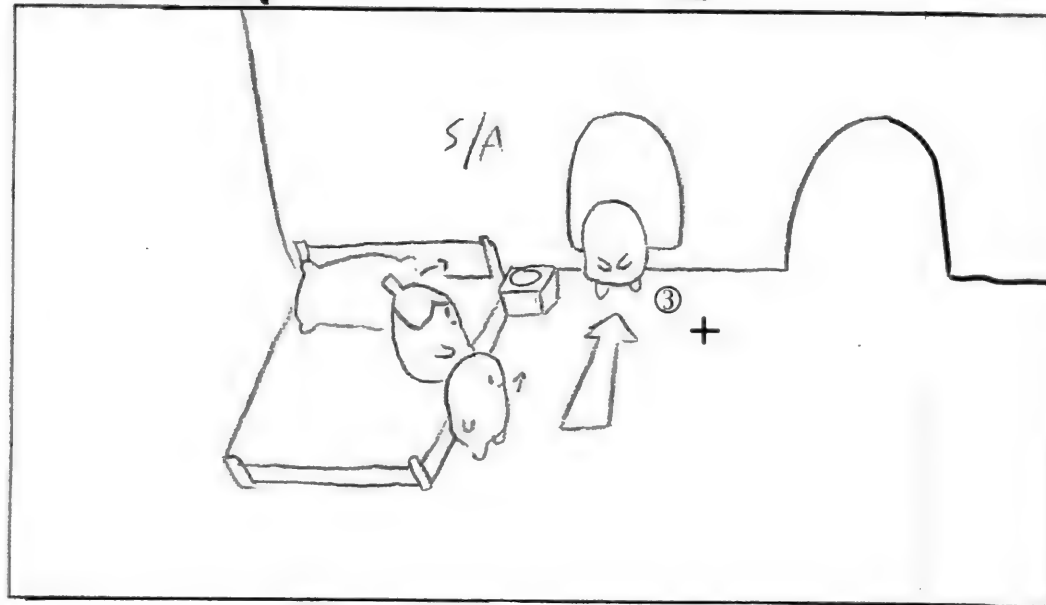
Page 127

Sc. 62 *cont*

Pnl. B

Bg.

day night

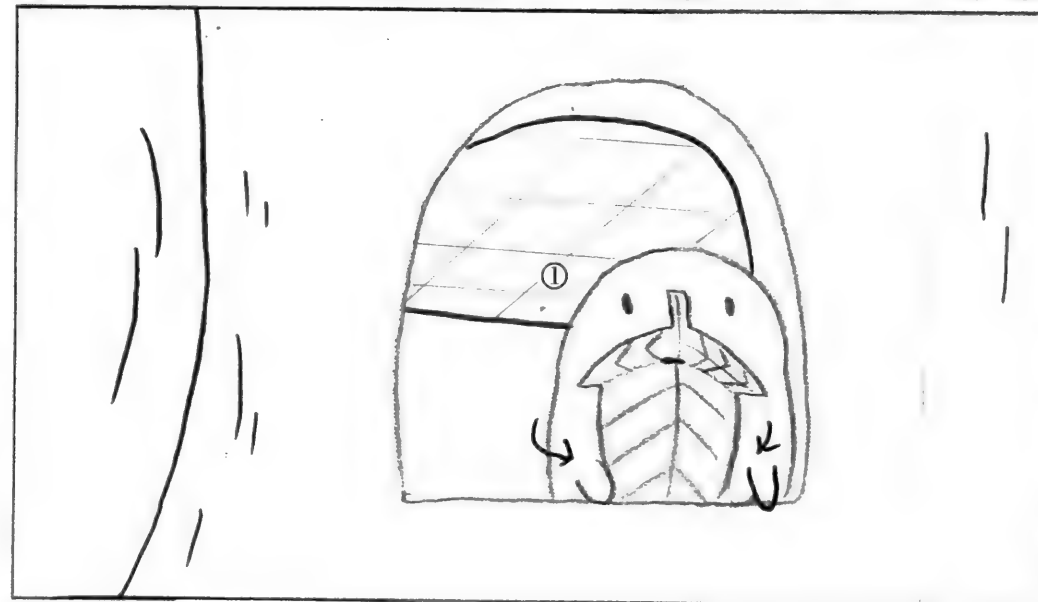


Sc. 63

Pnl. A

Bg.

day night



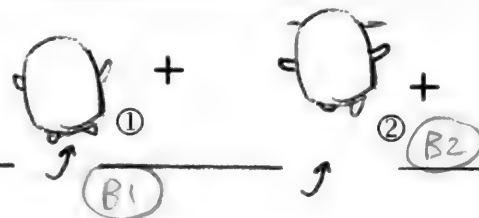
Dialog:

LB: CHEWIN' UP THE ROOTS OF THIS TREE-

Action:

- LB TOUCHES WINDOW SILL.

Timing:



FEB 10 2014

Production :

EPISODE # 1025-172

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1025/172

ADVENTURE TIME



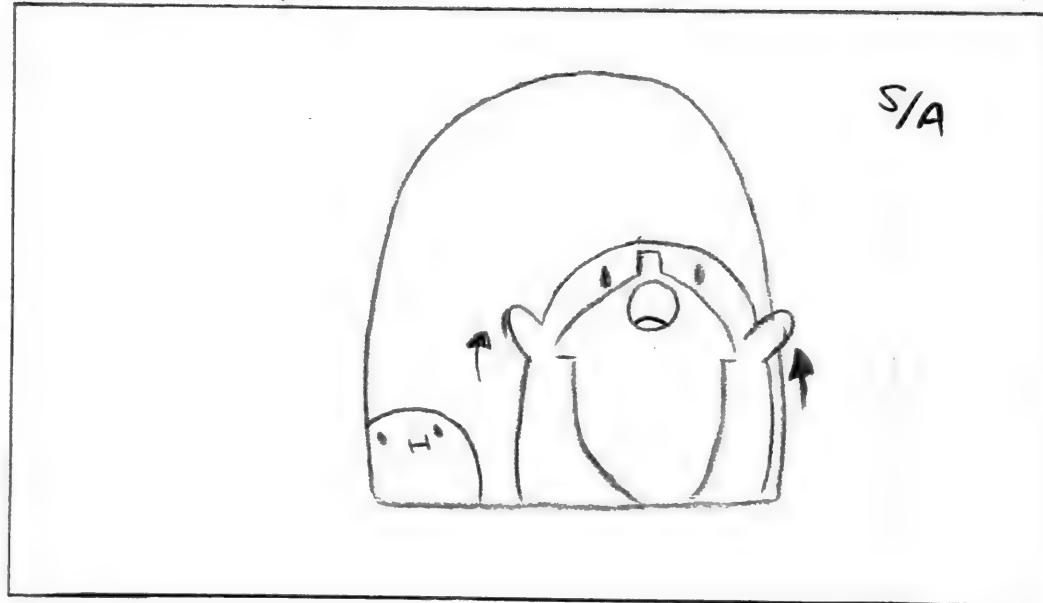
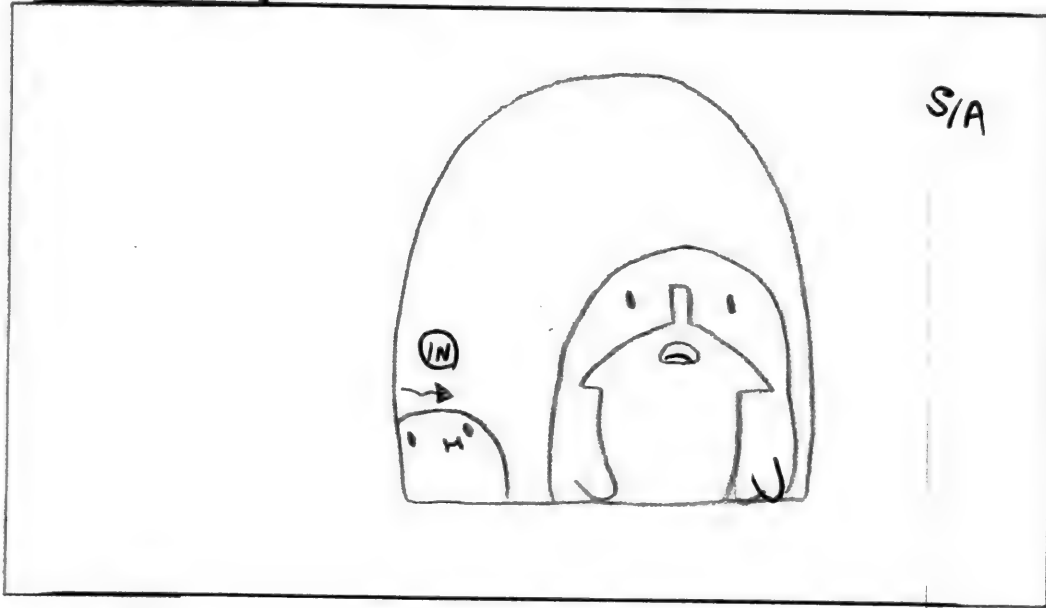
Page 128

Sc. 63 *cont* Pnl. B Bg.

day night

Sc. 63 *cont* Pnl. C Bg.

day night



Dialog:

LB: THIS TREE-

LB: THAT GIVES US-

Action:

- K. WALKS INTO VIEW.

Timing:

FEB 10 2014

Production :

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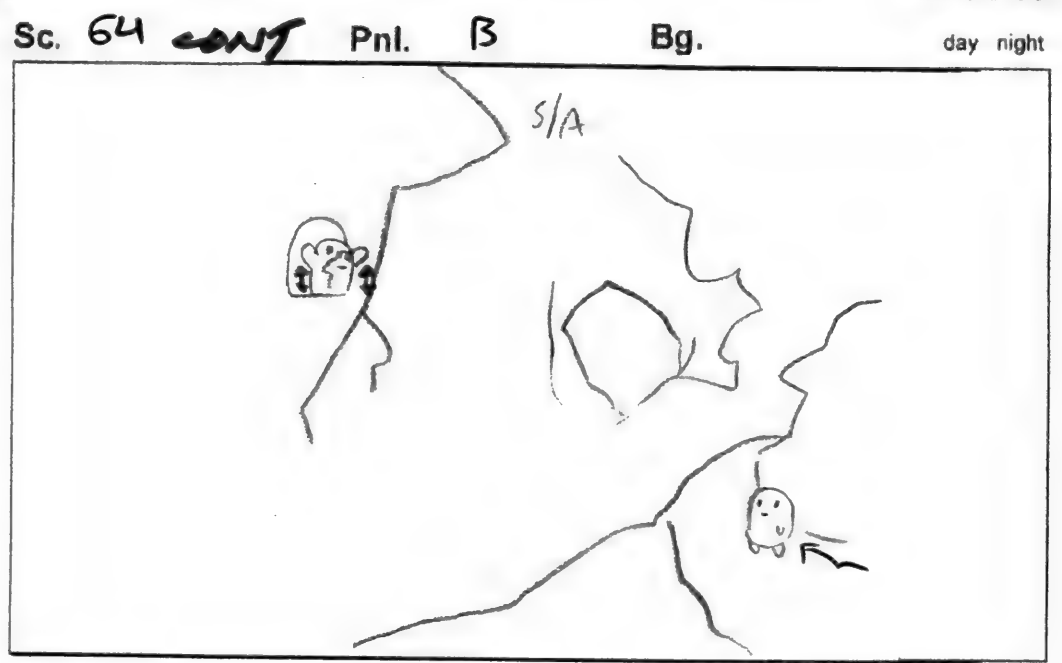
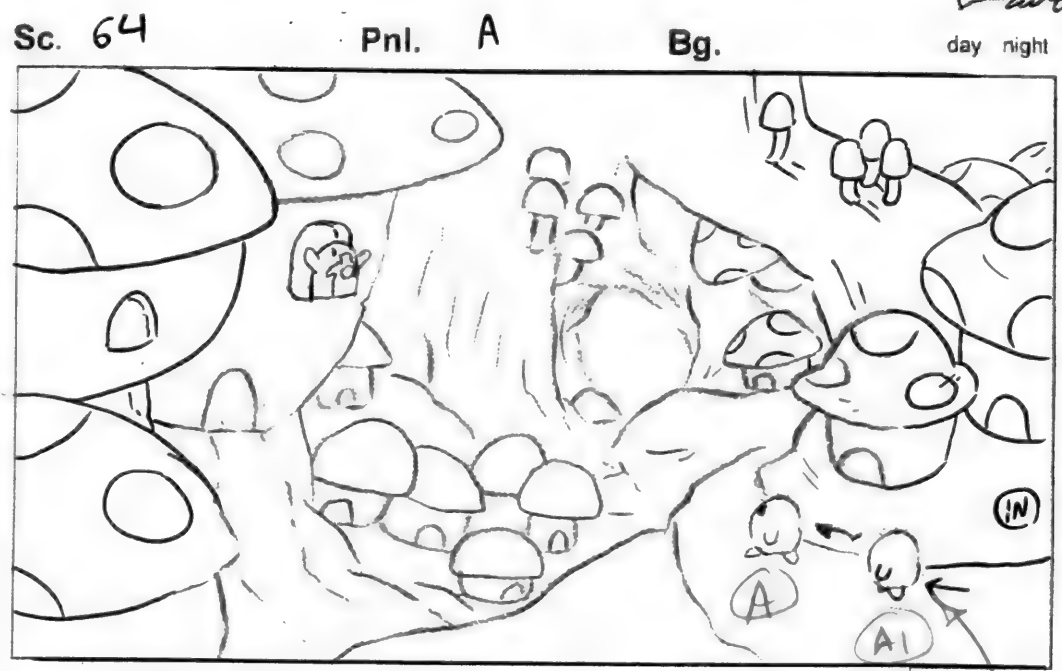
1025/172

cut

1025/172

Cut

ADVENTURE TIME



Dialog:	<p><u>LB</u>: <u>LIFE</u>!!</p> <p>LB: LIFE!!</p> <p>Random Dewdrop</p> <p>(dewdrop)</p> <p>(AI)</p>
Action:	<p>- LB WAVING ARMS</p> <p>- RANDOM DEWDROP WALKS ON/S.</p> <p>- LB WAVING ARMS</p> <p>- RANDOM DEWDROP STOPS</p>
Timing:	<p>FEB 10 2014</p>

EPISODE # 1025-172

1025/172

Production :

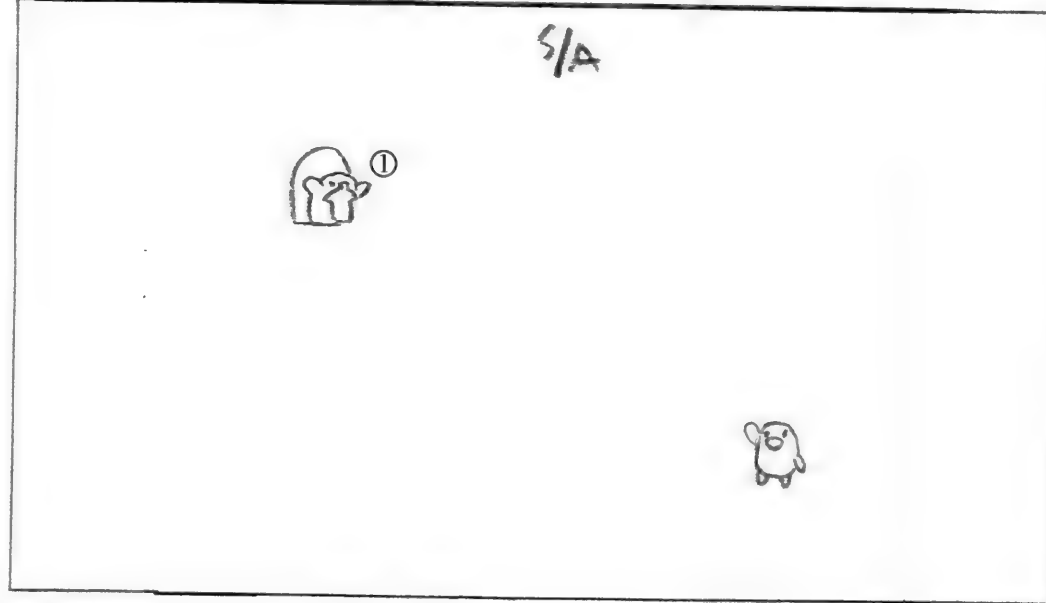
1025/172

ADVENTURE TIME

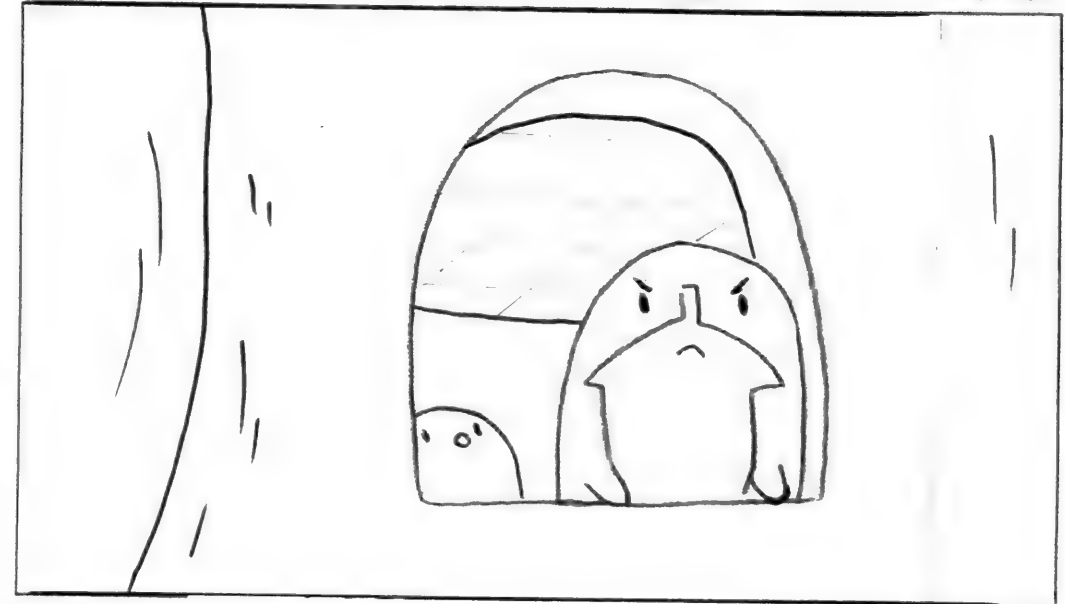


Page 130
day night

Sc. 64 *CONT* Pnl. *C* Bg.



Sc. 65 Pnl. A Bg.



Dialog:

RANDOM DEWDROP : HAAAAAY!

K: SO HE'S A BAD GUY?

Action:

- RANDOM DEWDROP WAVES TO LB

Timing:



FEB 1 0 2014

EPISODE # 1025-172

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Production :

1025/172

1025/172

ADVENTURE TIME



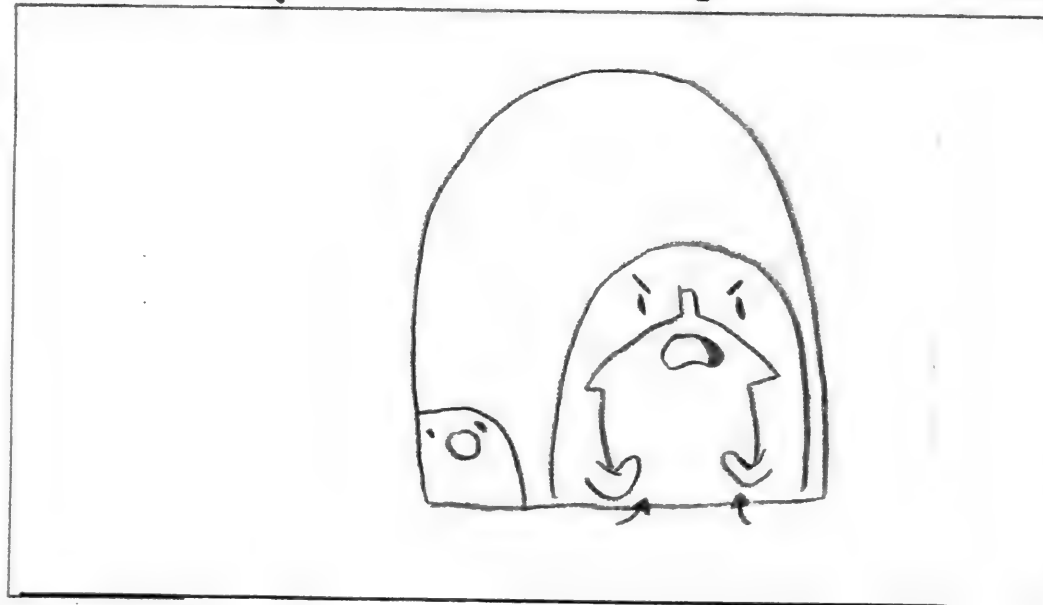
Handwritten: Hu Cont

Page 131

Sc. 65 cont Pnl. B

Bg.

day night

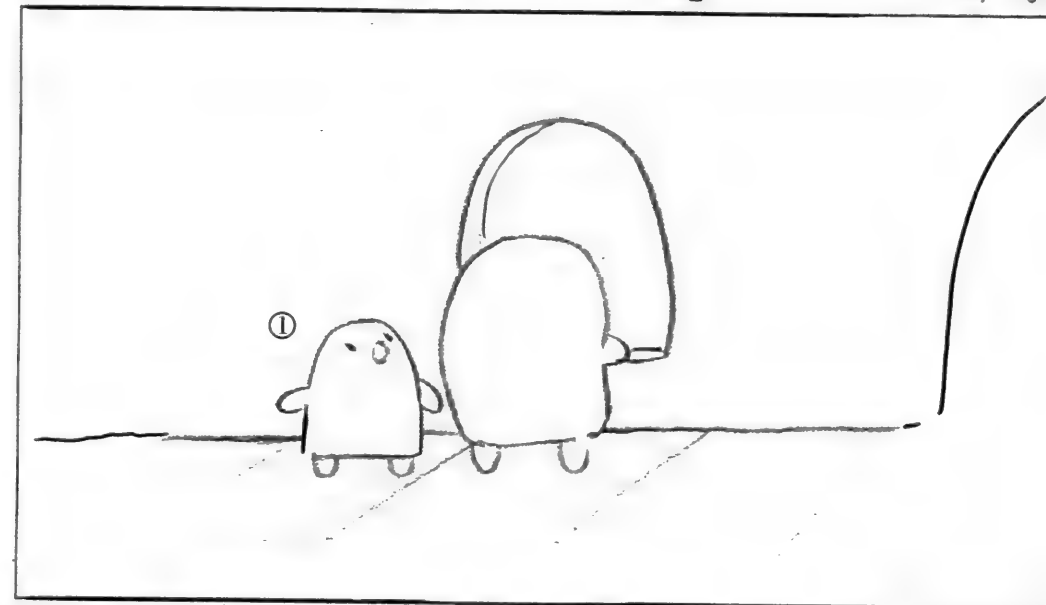


Sc. 66

Pnl. A

Bg.

day night



Dialog:

LB: SO SICK NASTY BAD!

Action:

Timing:

(A)

(2)



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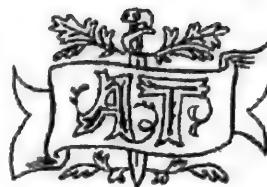
Production :

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ADVENTURE TIME



Sc. 66 *CONT*

Pnl. B

Bg.

day night

Sc. 66 *CONT*

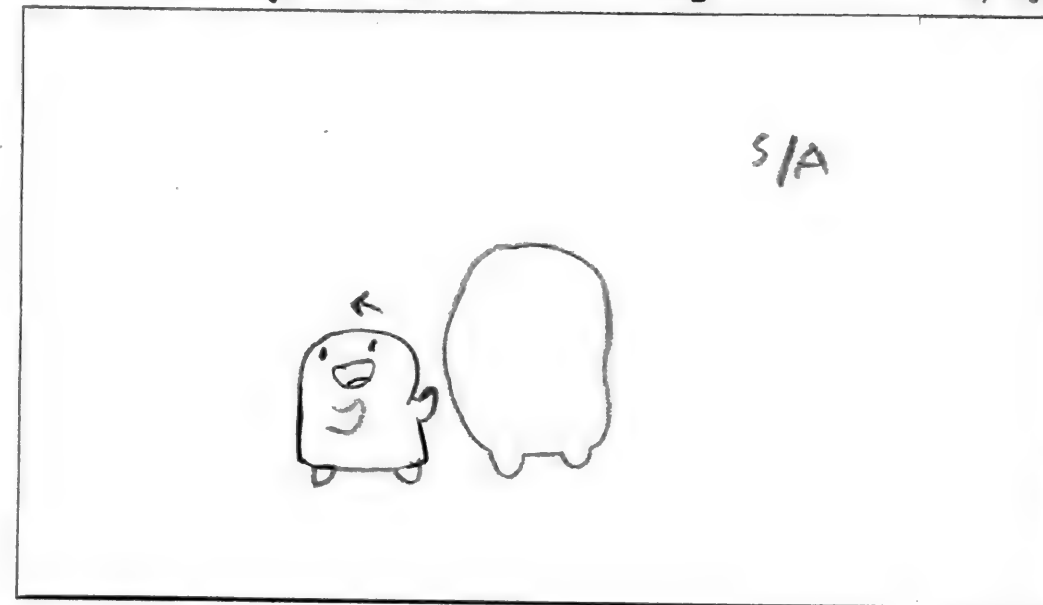
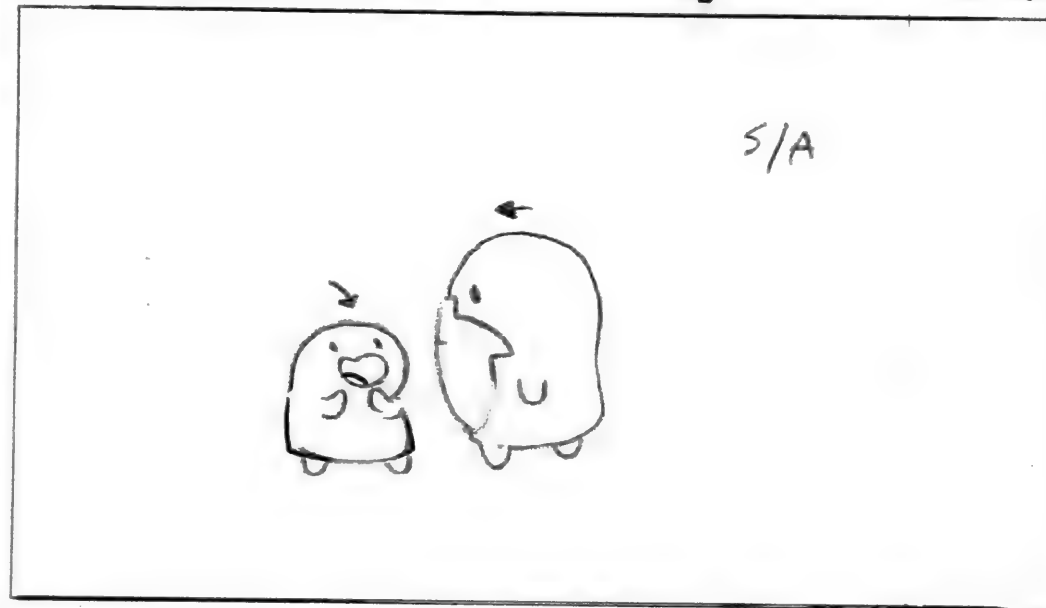
Pnl. C

Bg.

Page 132

day night

Cut



Dialog:

K/ That means I gotta fight him!
That's what my brother said to do!

K: WHERE'S MY SWORD?!

Action:

- LB TURNS TOWARDS K.

- K LOOKS AROUND EXCITEDLY.

Timing:

FEB 10 2014

Production :

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1025/172

Cut

ADVENTURE TIME



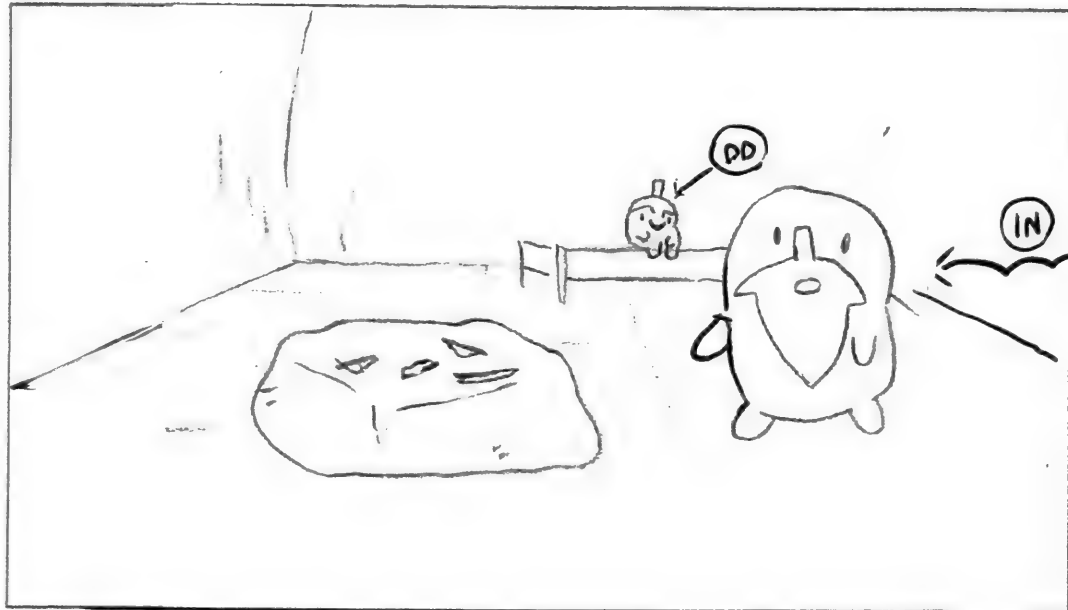
Page 133

Sc. 67

Pnl. A

Bg.

day night

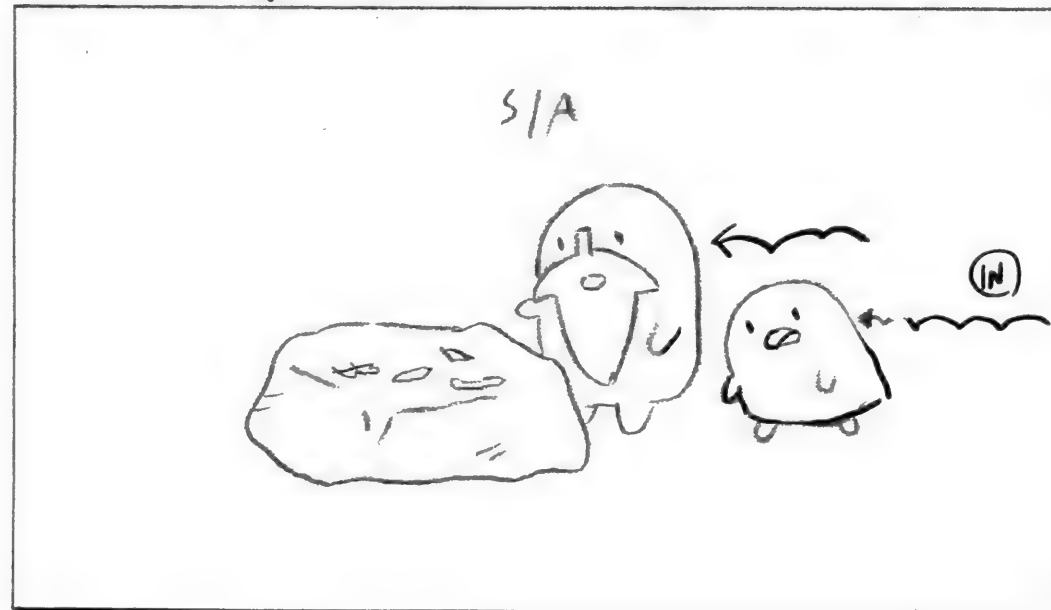


Sc. 67 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

LB: YOUR SWORD WAS -

LB: SHATTERED TO BUTTS
WHEN I FOUND YOU.

Action:

- LB WALKS ON/S

- K. FOLLOWS LB ON/S.

FEB 10 2014

Timing:

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1025/172

Production :

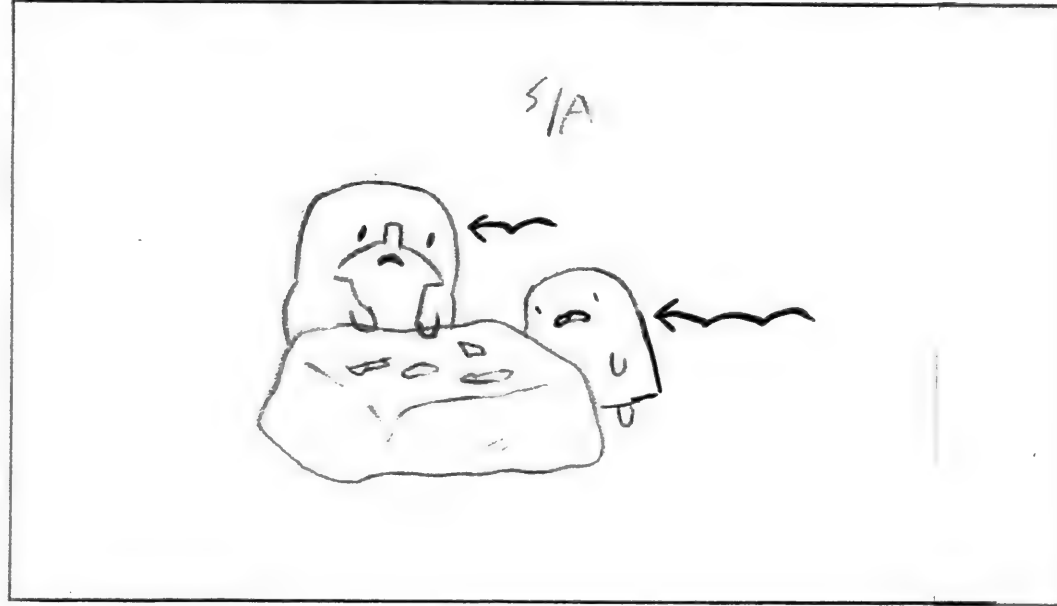
1025/172

ADVENTURE TIME

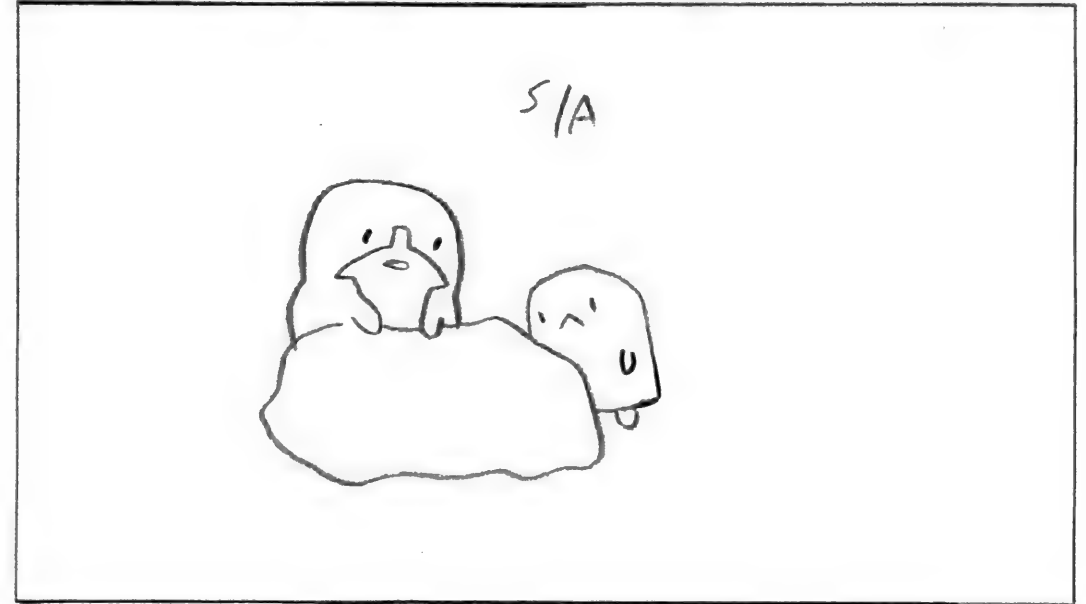


Page 134

Sc. 67 *CONT* Pnl. C Bg. day night



Sc. 67 *CONT* Pnl. D Bg. day night



Dialog:

K: AWWWW BUMMER RRRR

LB: YES. BUMS.

Action:

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

He
cut

1025/172

40
Cut

ADVENTURE TIME



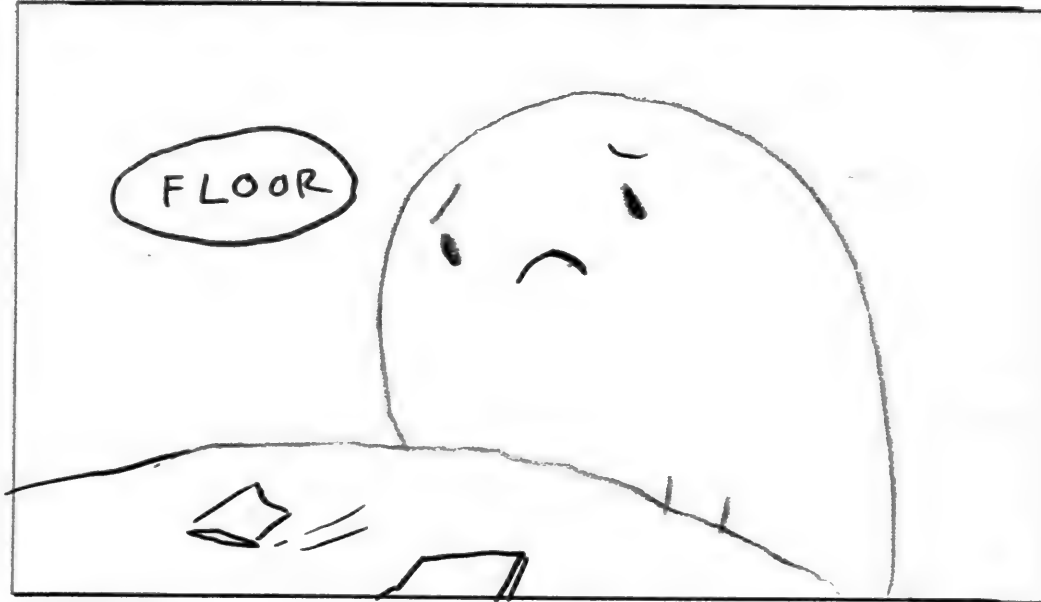
Page 135

Sc. 68

Pnl. A

Bg.

day night



Sc. 68 *CONT*

Pnl. B

Bg.

day night



Dialog:

K: W-WHAT DO I DO?

Action:

Timing:

FEB 10 2014

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Production :

1025/172

1025/172

Ho
Cut

ADVENTURE TIME

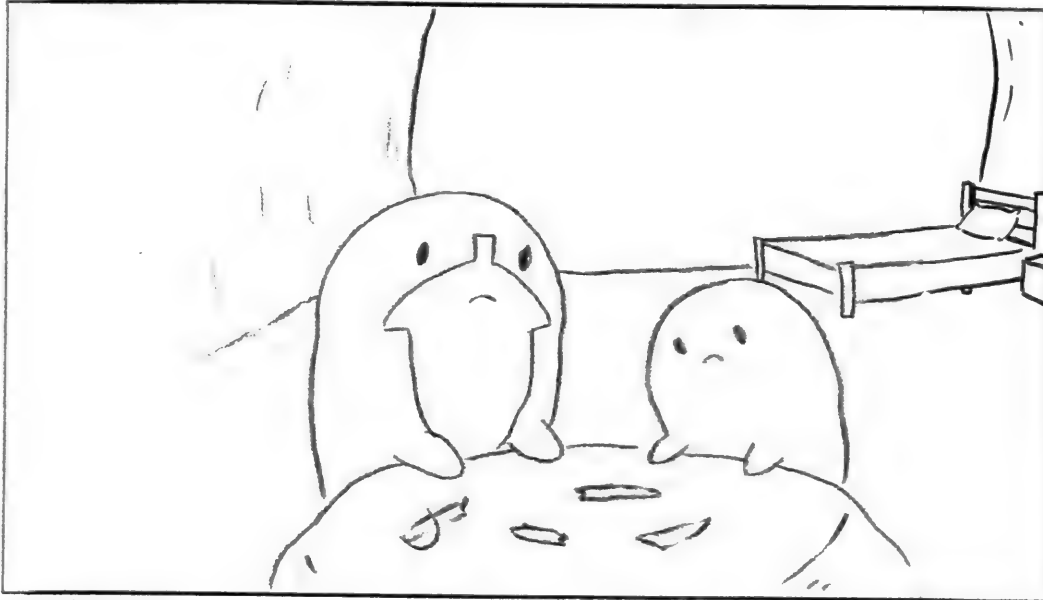


Sc. 69

Pnl. A

Bg.

day night

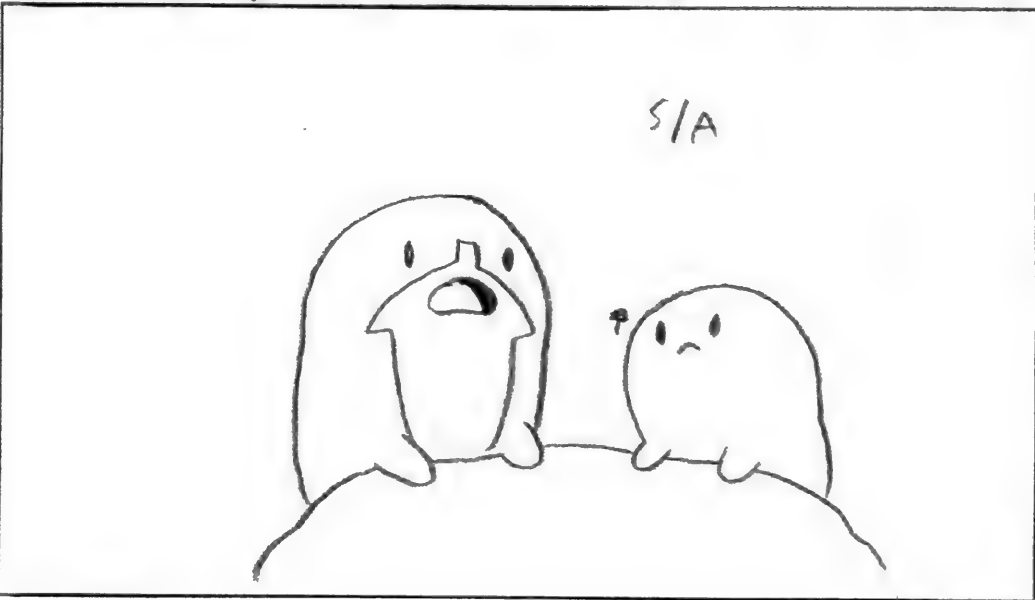


Sc. 69 *cont*

Pnl. B

Bg.

day night



Dialog:

(THINKING)
LB: AAAH —

Action:

FEB 10 2014

Timing:

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1025/172

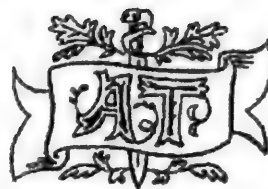
Production :

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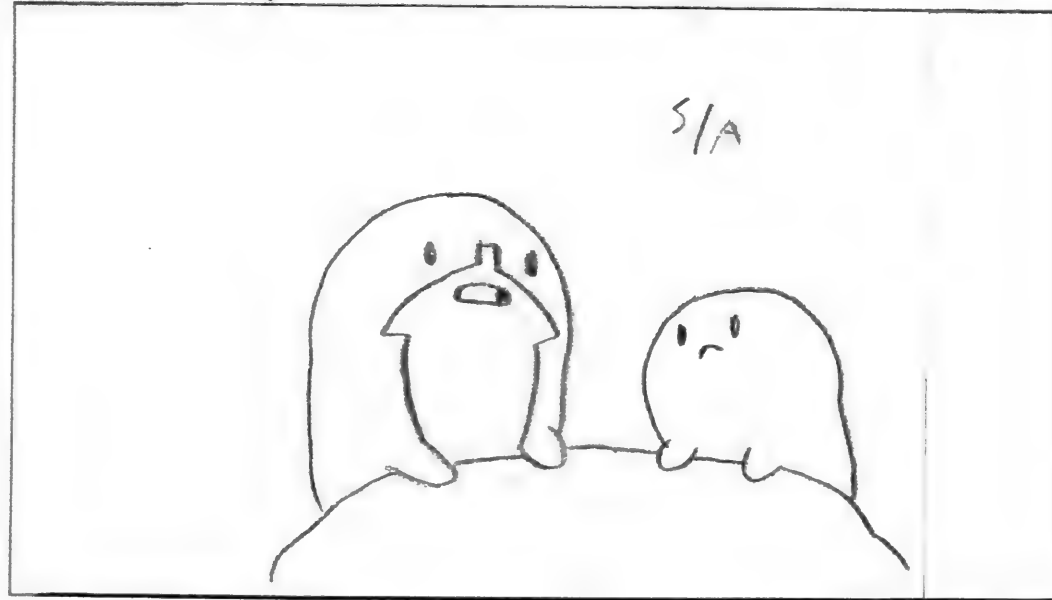


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Sc. 69 **CONT** Pnl. C

Bg.

day night

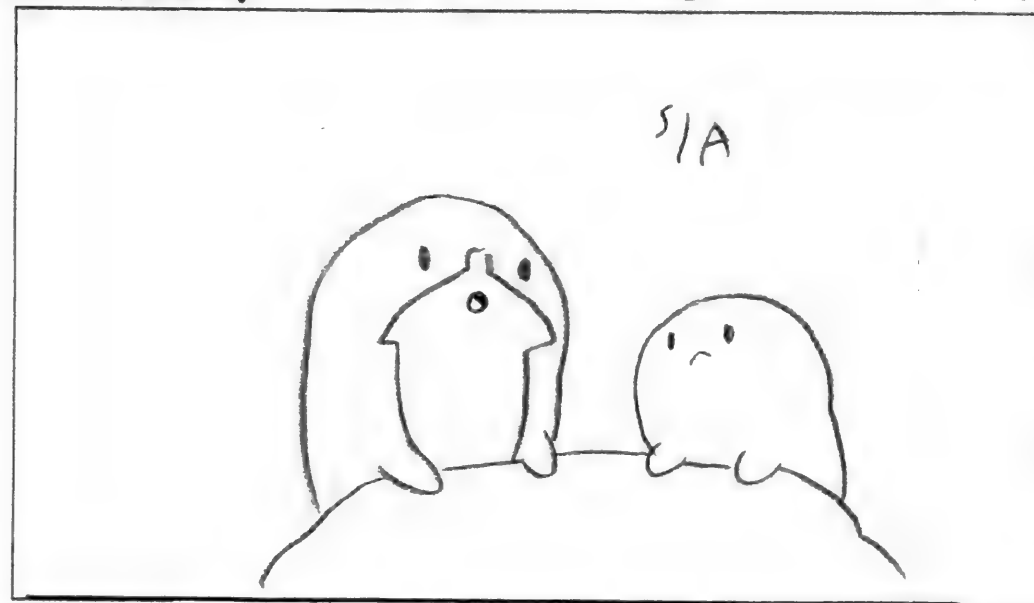


Sc. 69 **CONT**

Pnl. D

Bg.

day night



Dialog:

LB: 1 ① DON'T ② KNOW --

LB: BUT THE BLACKSMITH COULD
MAKE YOU A NEW ONE. PROBABLY.

Action:

SFX: PAT-PAT

-LB DRUMS TABLE

Tim



FEB 10 2014

Production :

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ADVENTURE TIME



Hi
Cut

Page 138

Sc. 69 *cont*

Pnl. E

Bg.

day night

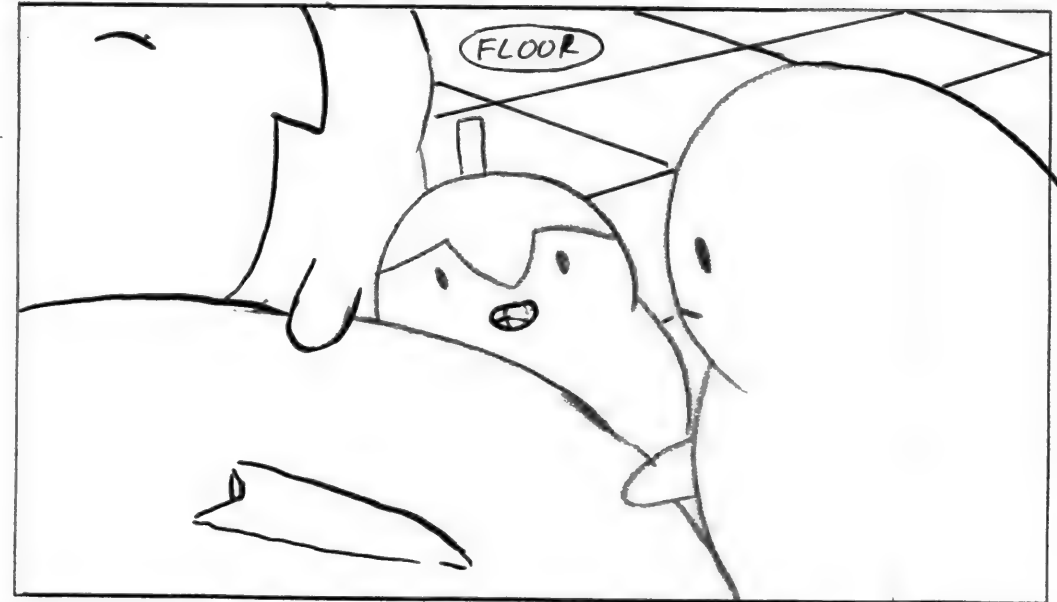


Sc. 70

Pnl. A

Bg.

day night



Dialog:

DD: THAT'S WHO I AM -

DD: AND --

Action:

-DEWDROP POPS IN BETWEEN LB+K.

Timing:

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Production :

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1025/172

1025/172

ADVENTURE TIME



Page 13. 9

Sc. 70 *CONT*

Pnl. B

Bg.

day night



Sc. 70 *CONT*

Pnl. C

Bg.

day night



Dialog:

DD: I --

DD: AM VERY GOOD AT ME.

Action:

- DD PUTS HANDS ON TABLE

Timing:

FEB 10 2014

Production :

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1025/172

Handwritten signature/initials

140
CUT

ADVENTURE TIME



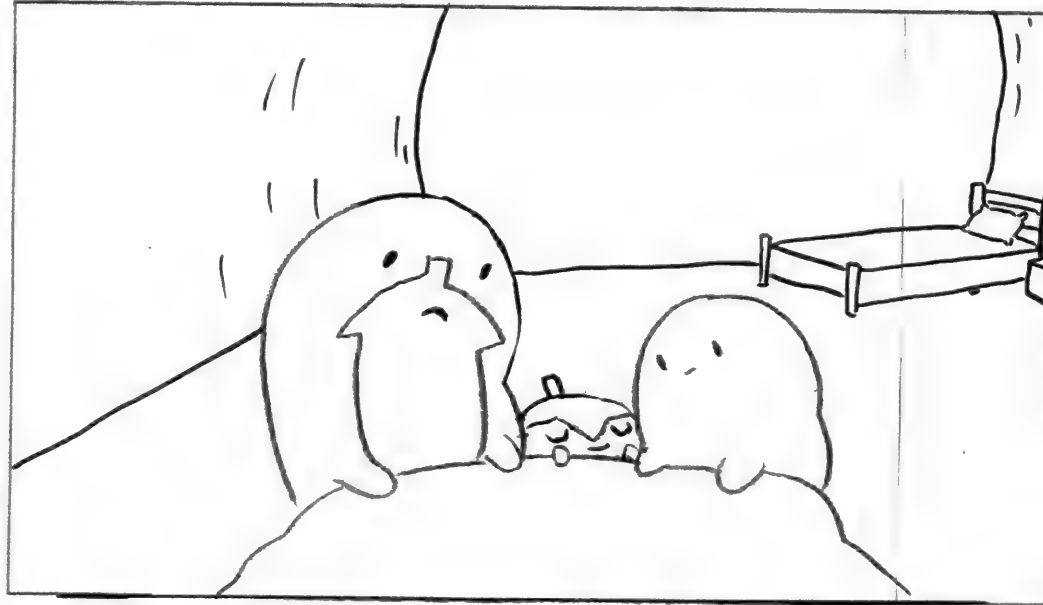
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Sc. 71

Pnl. A

Bg.

day night



Dialog:

Action: — /

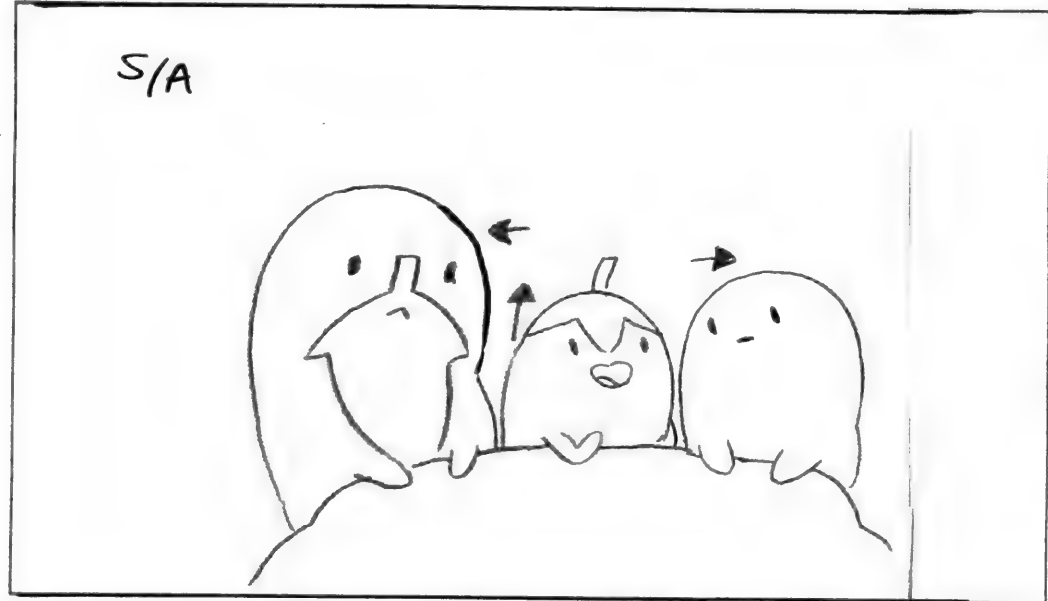
Timing:

Sc. 71 CONT

Pnl. B

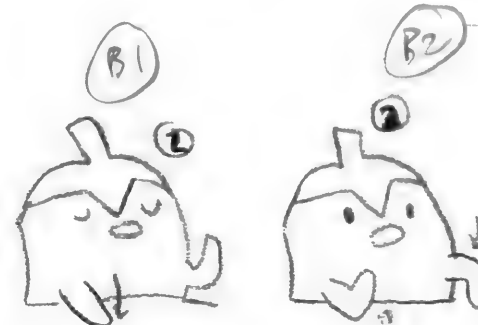
Bg.

day night



DD: OK SO, ²LIKE, ³THE RAT KING HAS
BEEN MESSIN' UP THE ROOTS, ⁴YA?

- DD STANDS UP - LB + K SCOOT TO SIDE



FEB 10 2014

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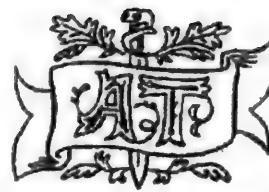
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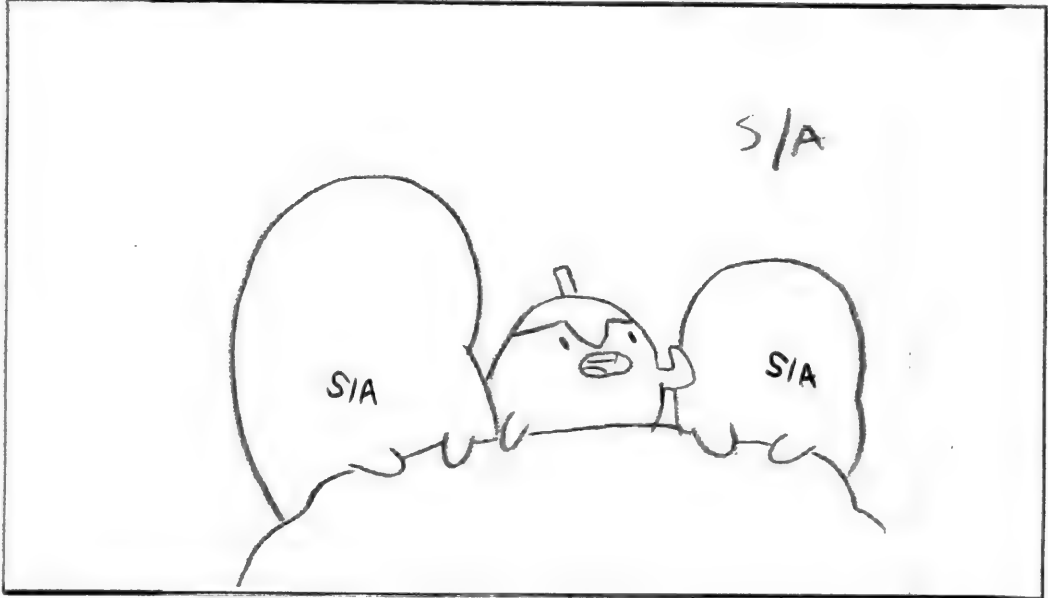


Sc. 71 CONT

Pnl. C

Bg.

day night



Sc. 71 CONT

Pnl. D

Bg.

day night



Dialog:

DD: CHEWIN' ON 'EM, WIF HIS -

Action:

DD: TEEF

- SFX - TOK - TOK
- TAPS ON TEETH

Timing:

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Production :

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ADVENTURE TIME

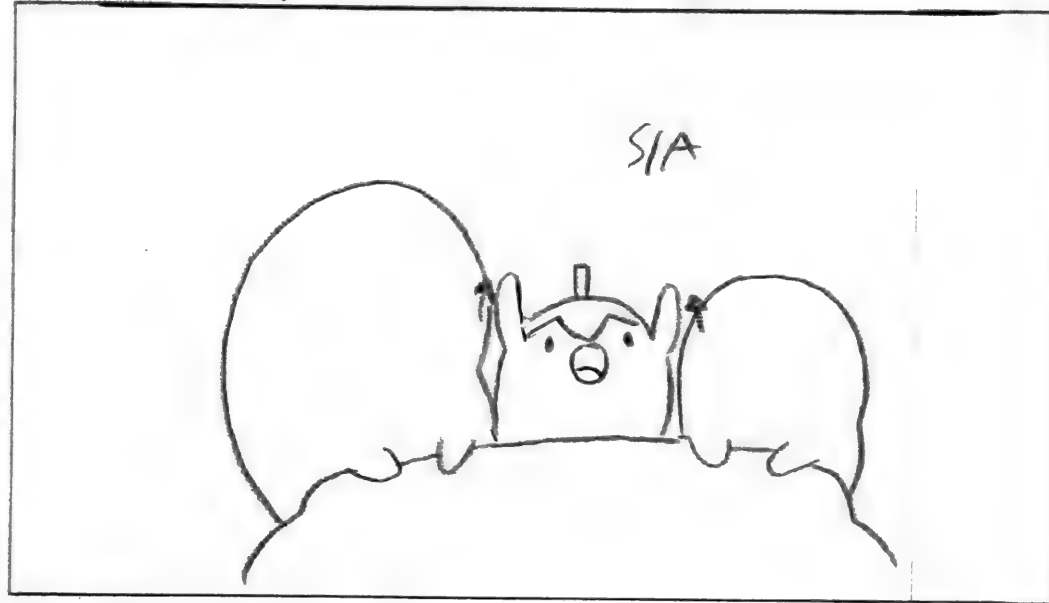


Page 142

Sc. 71 *CONT* Pnl. E

Bg.

day night



Sc. 71 *CONT* Pnl. F

Bg.

day night



Dialog:

DD:

THE SWORD HAS TO BE MADE OF --

DD: THE STRONGEST TREE STUFF

Action:

-DD FLEXES

Timing:

FEB 10 2014

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Production :

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ADVENTURE TIME



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Sc. 71 CONT

Pnl. G

Bg.

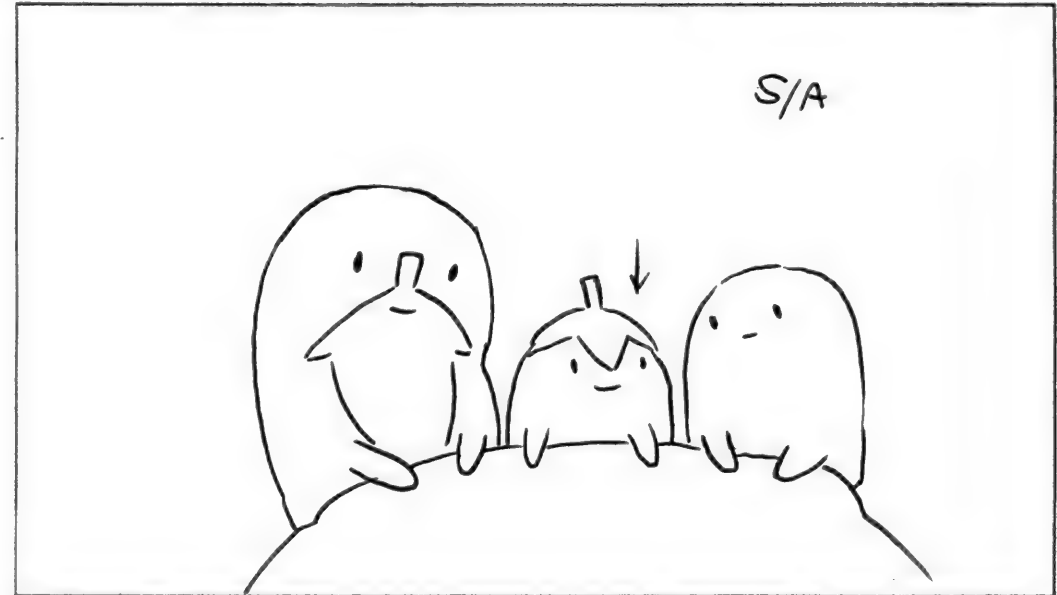
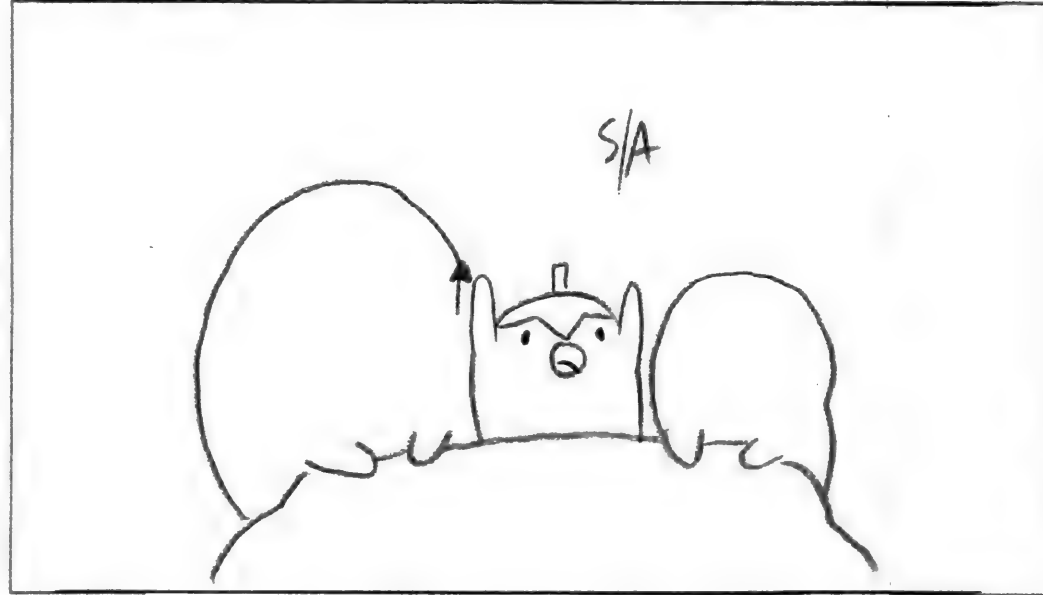
day night

Sc. 71 CONT

Pnl. H

Bg.

day night



Dialog:

DD: SO EVEN HIS TEEF CAN'T BREAK IT!

SFX: THMP!*

Action:

Timing:

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ADVENTURE TIME



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day night

Sc. **72**

Pnl. **A**

Bg.

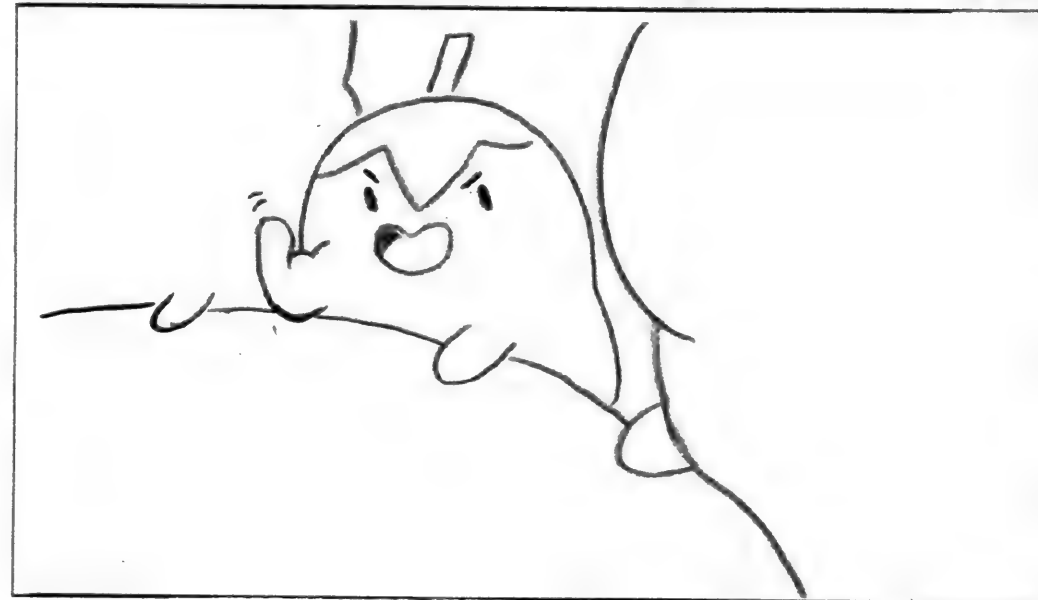
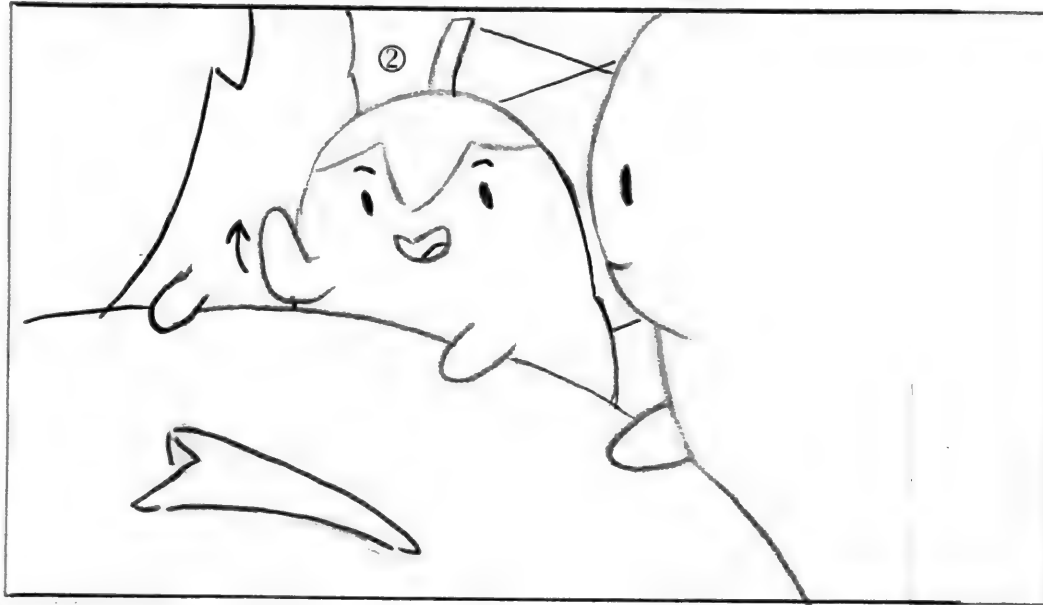
day night

Sc. **72 CONT**

Pnl. **B**

Bg.

day night



Dialog:

DD: BRING ME THE FRESHEST INGREDIENTS. **DD**: AND I'LL DO IT UP.

Action:

- **DD** FLEXES

Timing:



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Cut
reference
post

ADVENTURE TIME

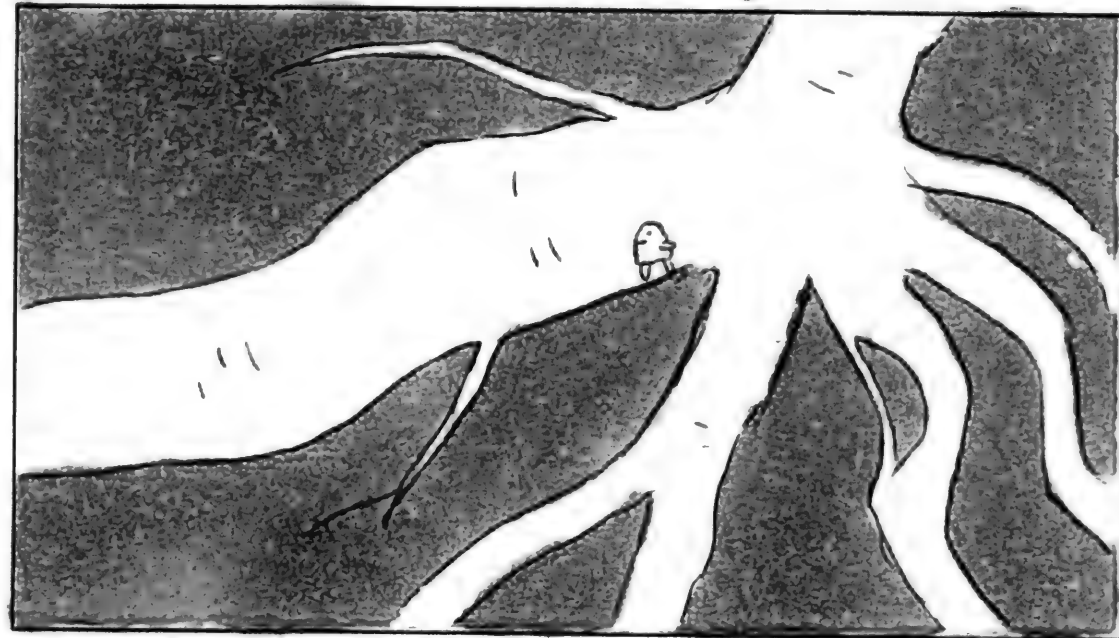


Sc. 73

Pnl. A

Bg.

day night



Sc. 73 *CONT*

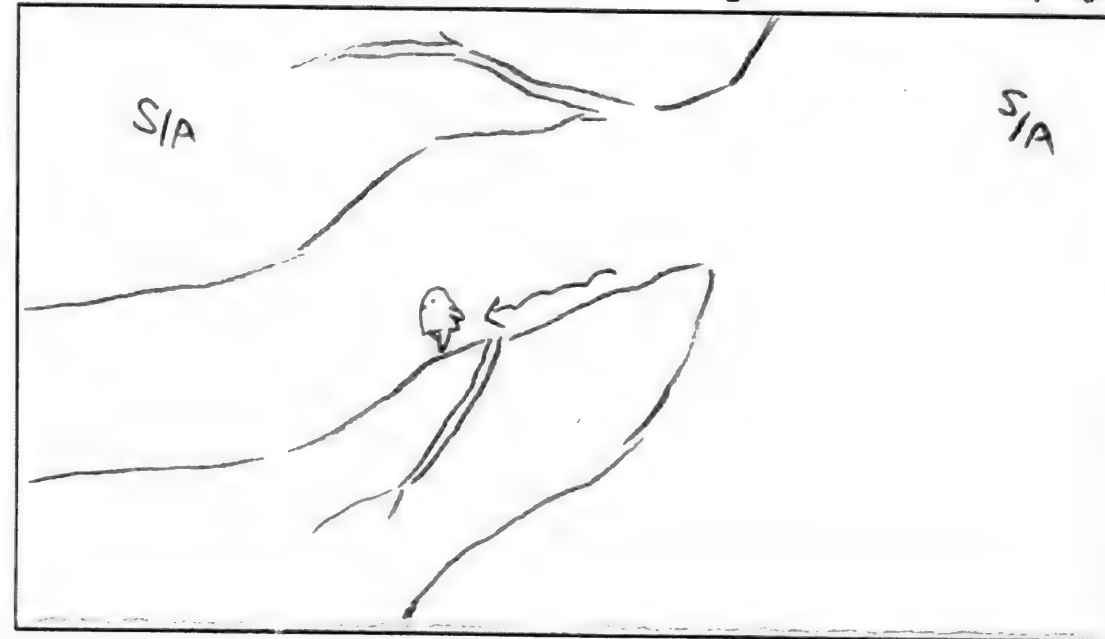
Pnl. B

Bg.

Page

145

day night



Dialog:

DD ^(0/5) FOLLOW THE
SOUND OF THE
SINGING CRYSTAL --

Action:

- K. WALKS THROUGH
ROOT TUNNEL.

Timing:

DD

^(0/5) THERE YOU'LL
FIND THE FIRST
ELEMENT ...

I'M TOO LAZY TO
GET IT MYSELF.

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Production :

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ADVENTURE TIME



Page 146

Sc. 74

Pnl. A

Bg.

day night



Sc. 74

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: √ HMMM √ —

SFX: *BOOM*

Action:

- KENT BREAKS
THROUGH ROOT WALL

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

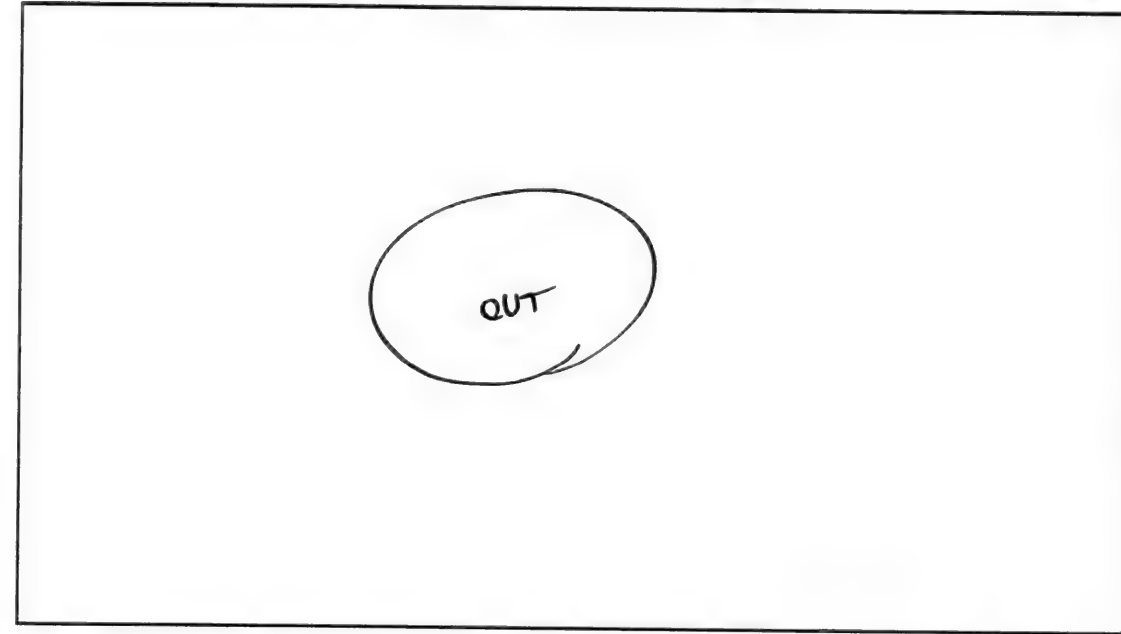
1025/172

ADVENTURE TIME



Page 147

Sc. Pnl. Bg. day night



Sc. 74 *CONST* Pnl. C Bg. day night



Dialog:

KENT: BOOM!

SFX: *CRUMBLING*

Action:

- KENT BREAKS
THROUGH ROOT WALL

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

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1025/172

ADVENTURE TIME

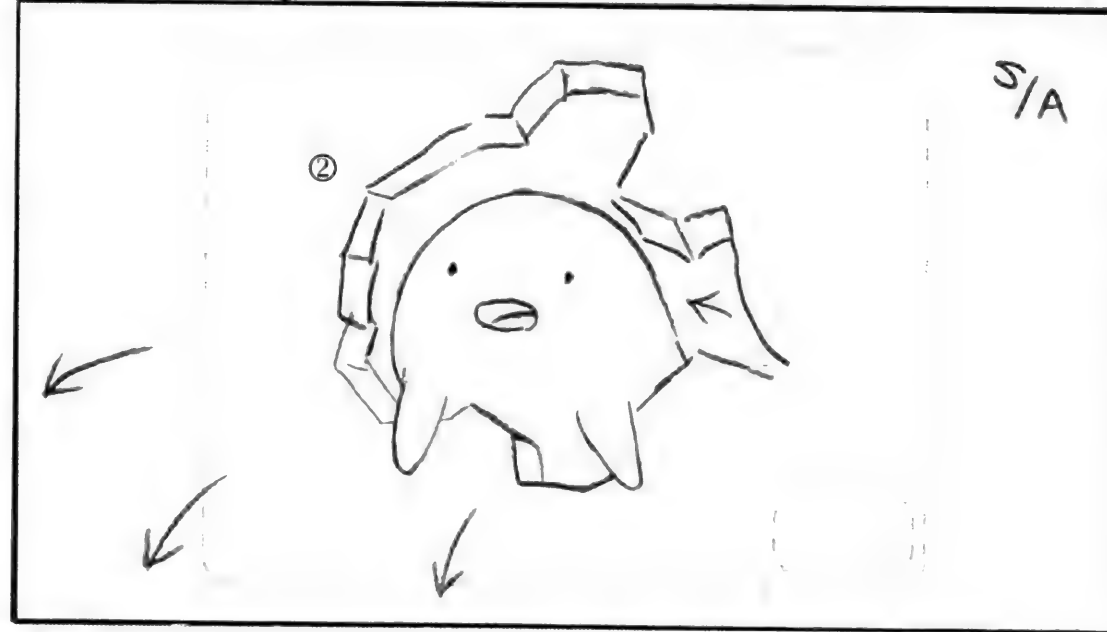


Page 148

Sc. 74 *CONT* Pnl. D

Bg.

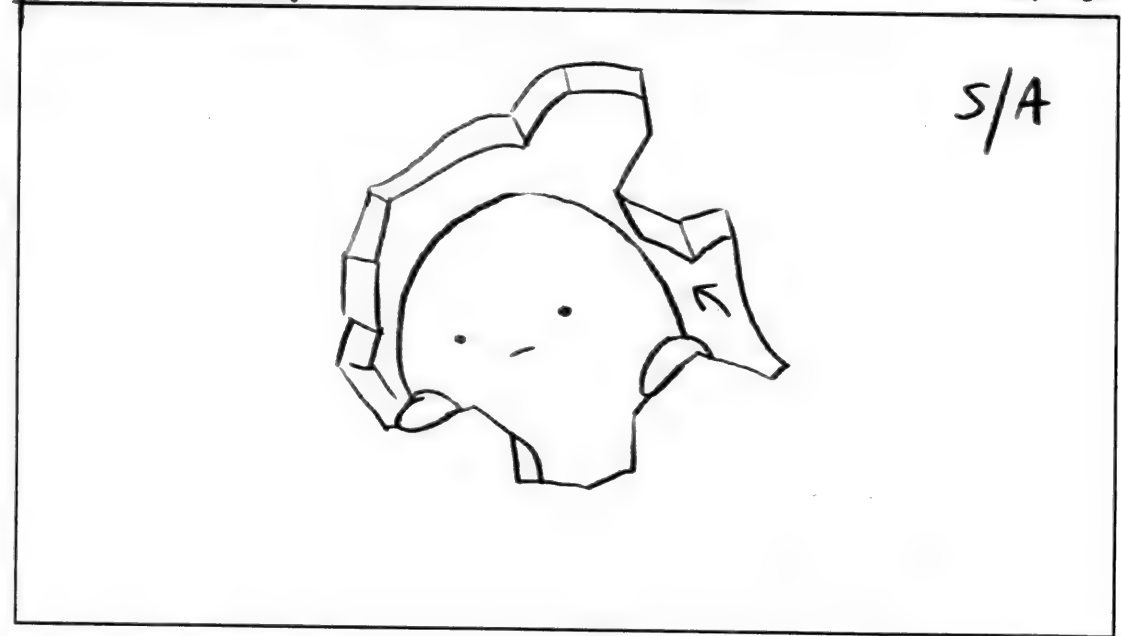
day night



Sc. 74 *CONT* Pnl. E

Bg.

day night



Dialog:

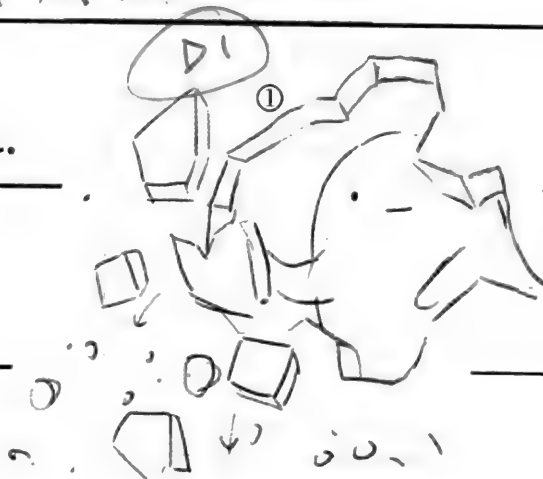
K: COOL COOL...

SFX: √ HH M M M M

Action:

- DEBRIS FALLS OFF/S.
- KENT POKES THROUGH HOLE.

Timing:



FEB 10 2014

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Production :

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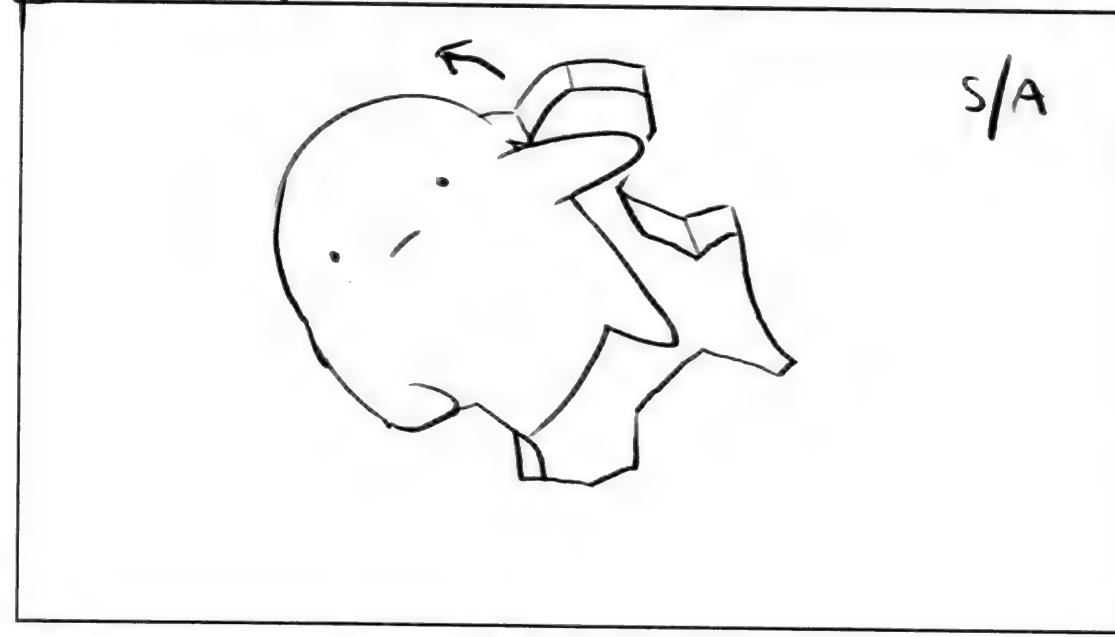
1025/172

ADVENTURE TIME

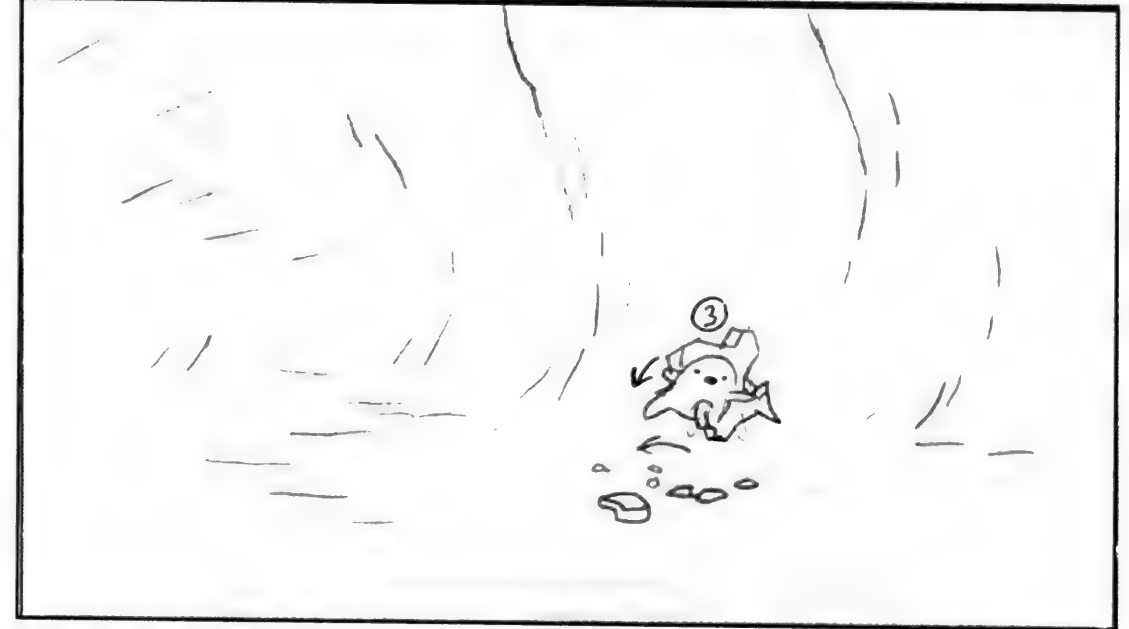


Page 149

Sc. 74 CONT Pnl. F Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

K: HUP.

SFX: HM ————— J

Action:

-K. CLIMBS THROUGH HOLE.

Timing:

FEB 10 2014

(A) ① (A2) ②

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Production :

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ADVENTURE TIME

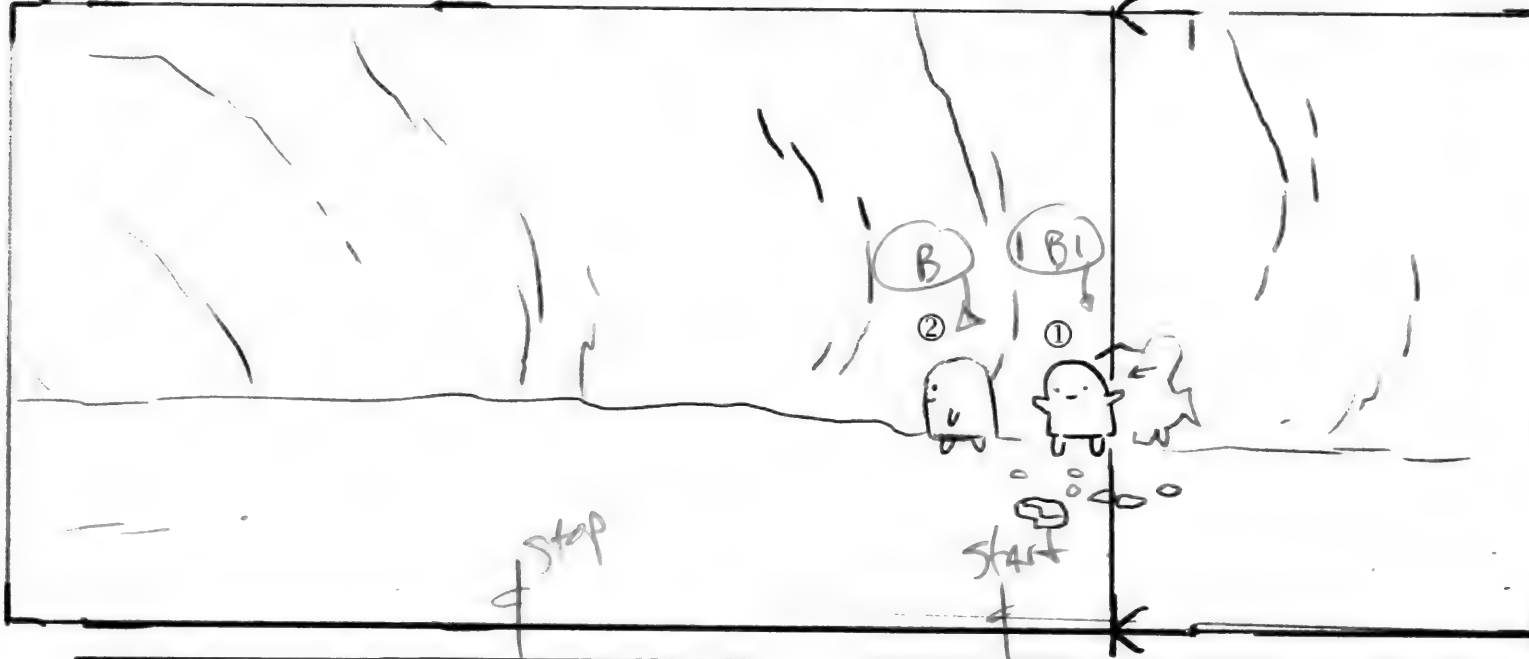


Page 150

Sc. 75 CONT Pnl. B

Bg.

day night



Dialog:

pan
↑

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

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1025/172

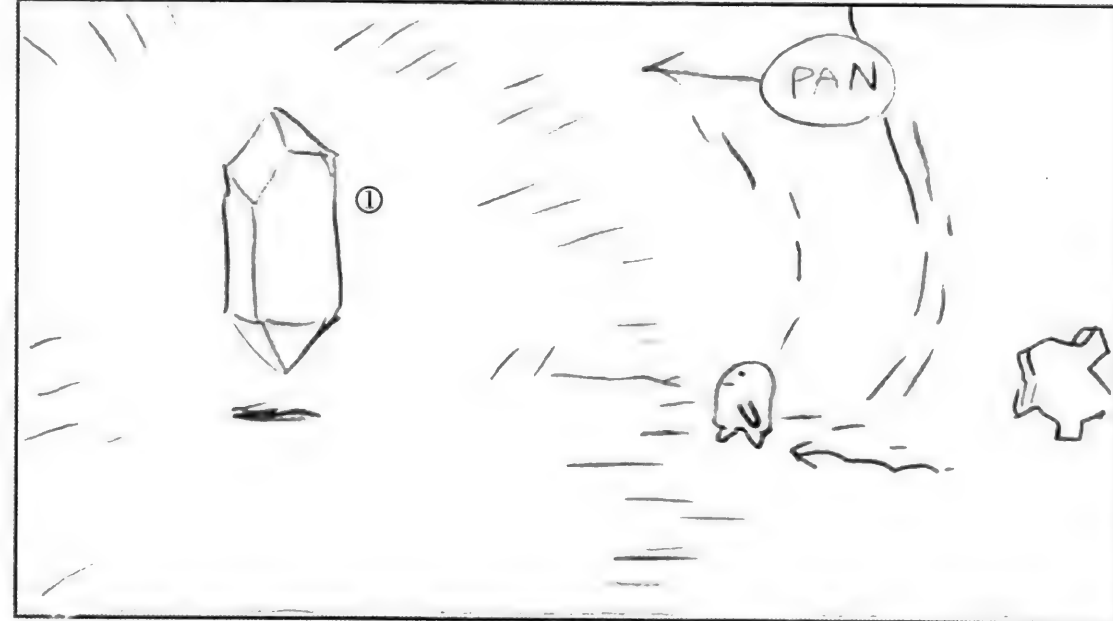
ADVENTURE TIME



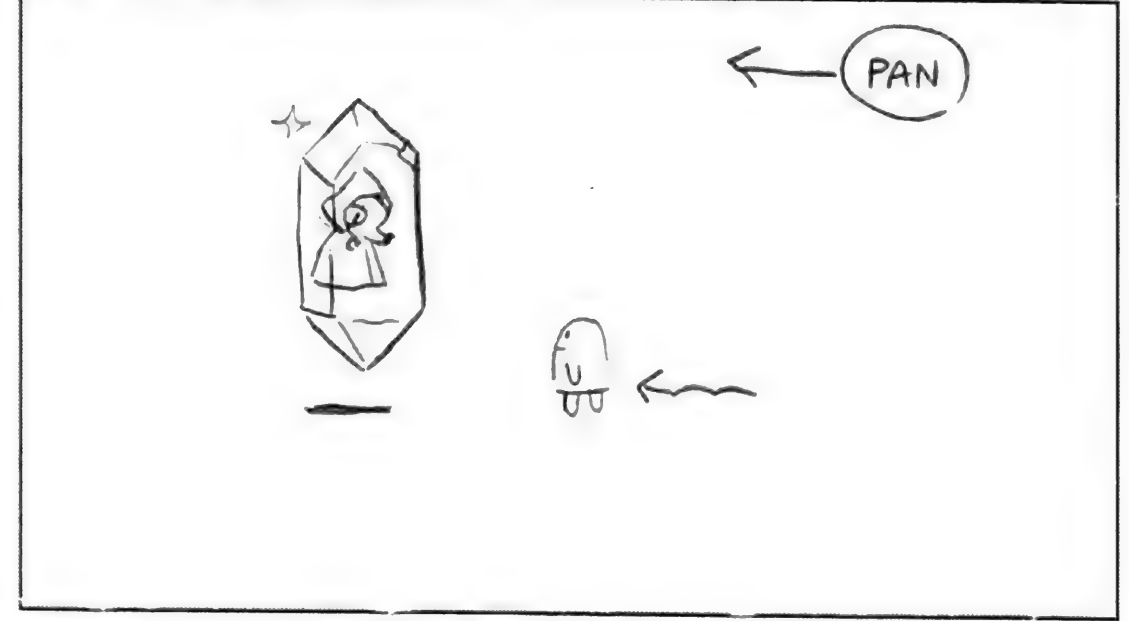
Page 151

Handwritten signature/initials

Sc. 7S *cont* Pnl. C Bg. day night



Sc. 7S *cont* Pnl. D Bg. day night



Dialog:

SFX: * VRRMMM *

MW: GREETINGS, ...

Action:

- K. APPROACHES CRYSTAL.
- PAN W/ KENT

SFX: * UMMMM *

- MOUSE WIZARD APPEARS IN CRYSTAL.

Timing:

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ADVENTURE TIME



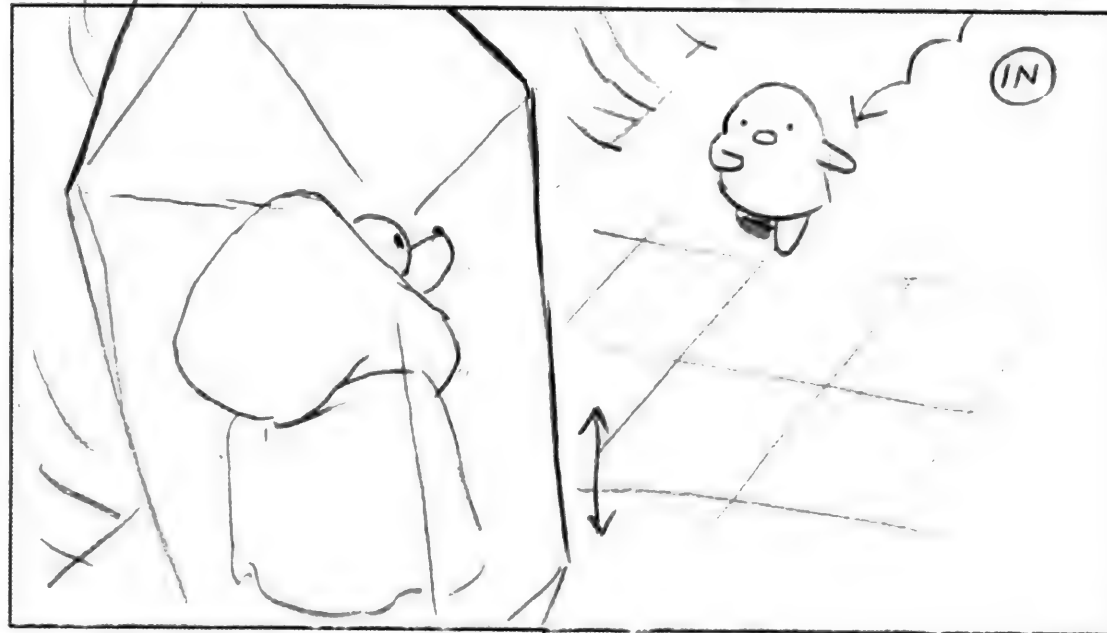
Page 152

Sc. 76

Pnl. A

Bg.

day night

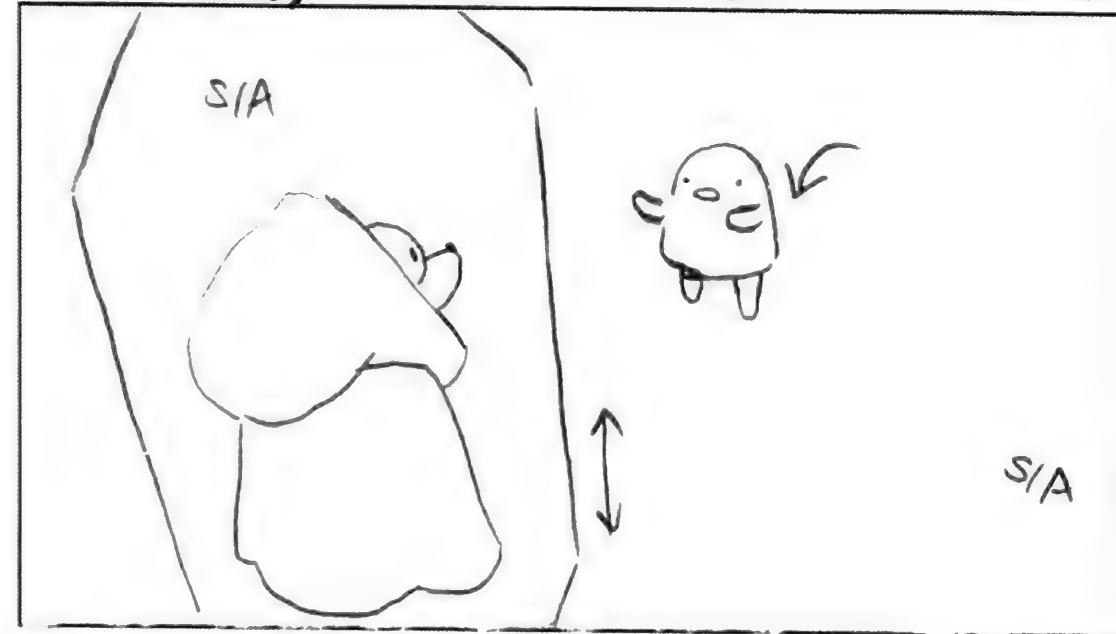


Sc. 76 CONT

Pnl. B

Bg.

day night



Dialog:

K: HEY MAN...

K: I'M LOOKIN' FOR SOME
UNBREAKABLE ORE!
Y'ALL GOT THAT HERE.

Action:

- K WALKS ON/S
- CRYSTAL HOVERS

- K. STOPS IN FRONT OF MOUSE WIZARD

Timing:

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Production :

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ADVENTURE TIME

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Sc. 77

Pnl. A

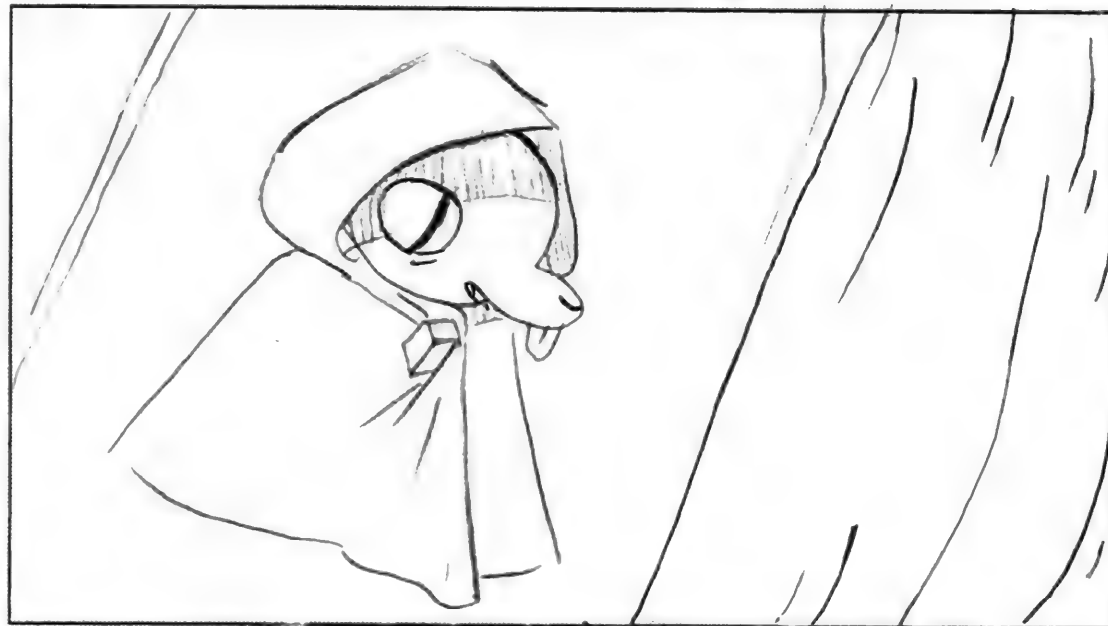
Bg.

day night

Sc. 77 CONT Pnl. B

Bg.

day night



Dialog:

MW: YES I HAVE
WHAT YOU SEEK--

MW: BUT CONSIDER
THIS INSTEAD...

Action:

Timing:

FEB 18 2011

Production :

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He
cut

He
cut

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HW
Cut

ADVENTURE TIME

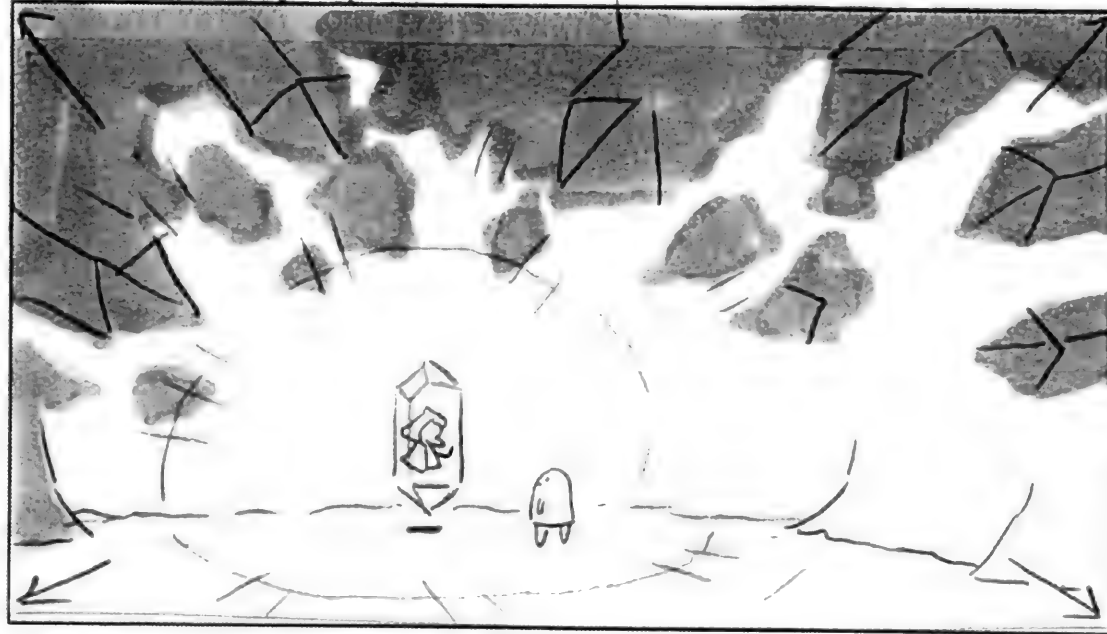


Sc. 78

Pnl. A

Bg.

day night



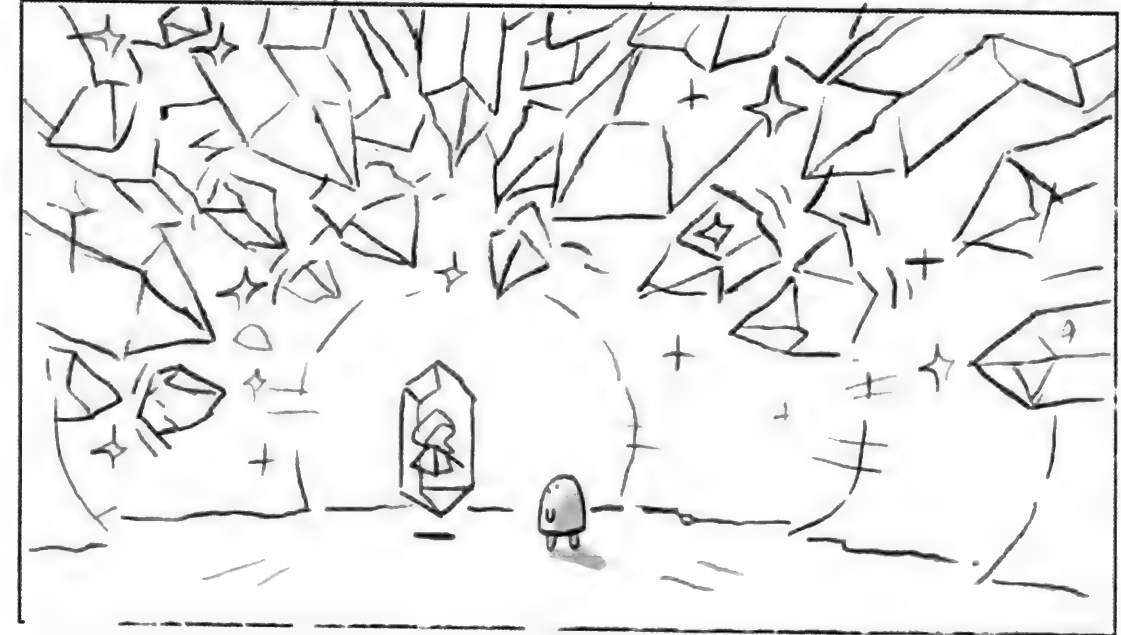
Sc. 78 *CONT*

Pnl. B

Bg.

day night

Page 154



Dialog:

Action:

Timing:

- CHAMBER ILLUMINATES
TO REVEAL ADVENTURINE.

MW: I OFFER YOU
THIS TREASURE OF GLITTERING
EMERALDS ...

-TREASURE GLITTERS.

FEB 10 2011

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Production :

1025/172

HW
Cut

1025/172

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He cut

ADVENTURE TIME



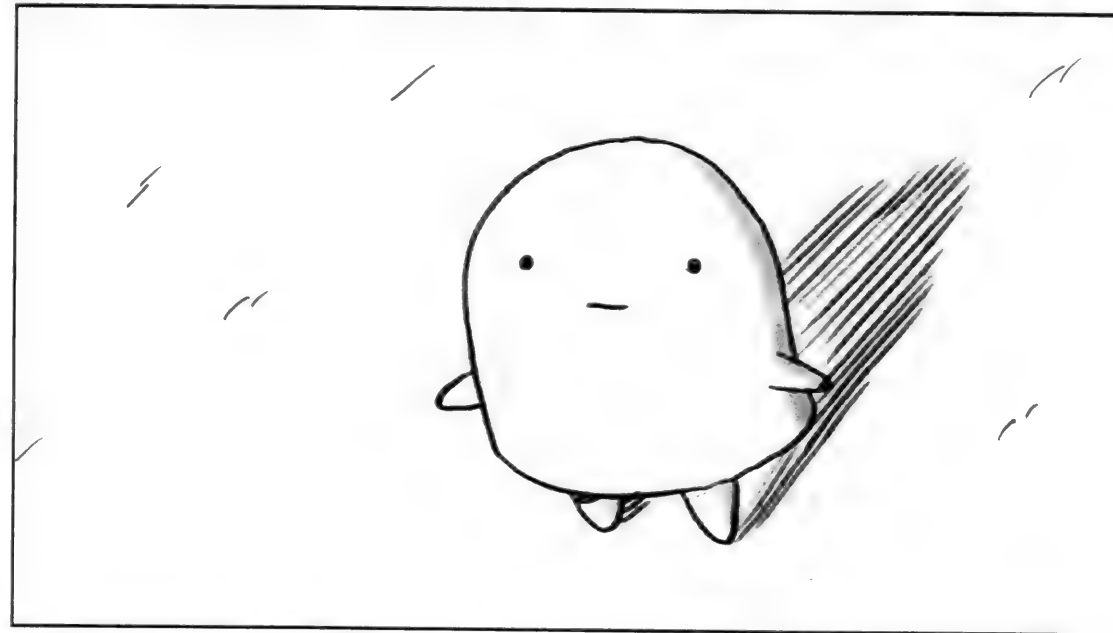
Page 155

Sc. 79

Pnl. A

Bg.

day night

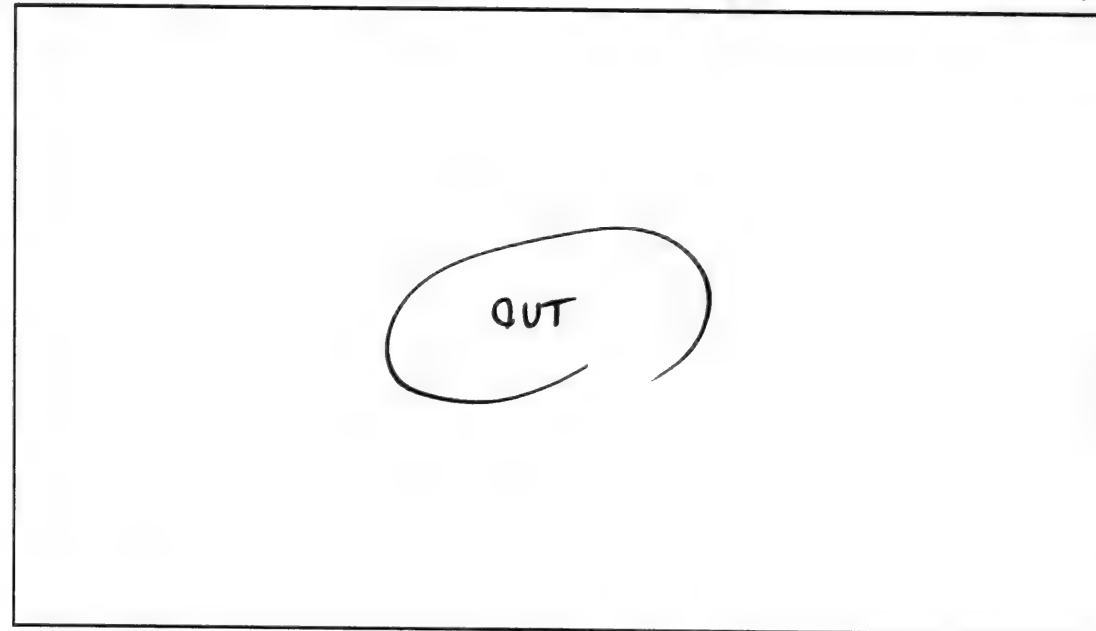


Sc.

Pnl.

Bg.

day night



Dialog:

(SP)

Action:

Timing:

FEB 10 2014

Production :

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1025/172

1025/172

ADVENTURE TIME

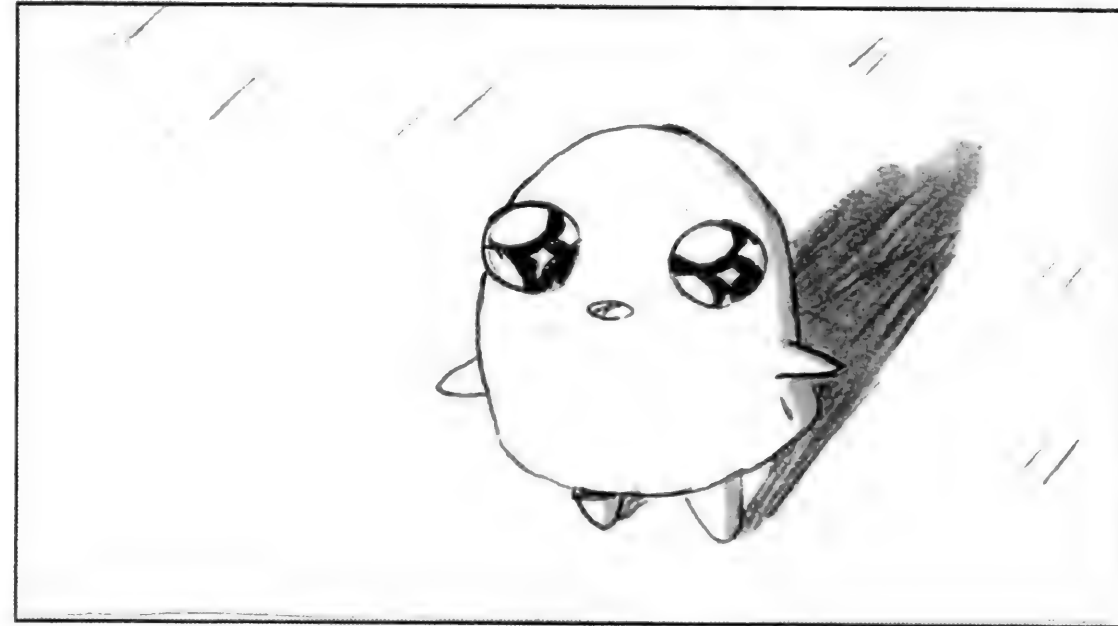


Page 156

Sc. 79 CONT Pnl. B

Bg.

day night



Sc. 80

Pnl. A

Bg.

day night



Dialog:

MW: ^(O/S) YOU'LL BE
INFINITELY RICH ...

SPARKLE
F2

MW: AND LIVE THE
REST OF YOUR
DAYS IN COMFORT.

SPARKLE
T3

Action:

- K. LOOKS IN WONDER.

Timing:

FEB 10 2014

Production :

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ADVENTURE TIME



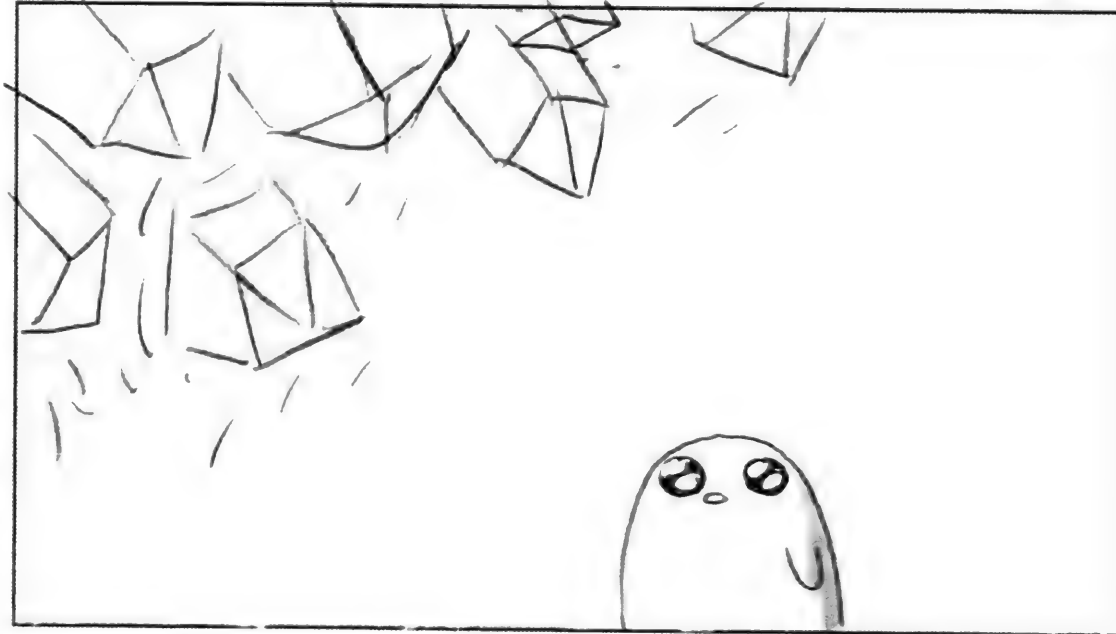
Page 157

Sc. 81

Pnl. A

Bg.

day night

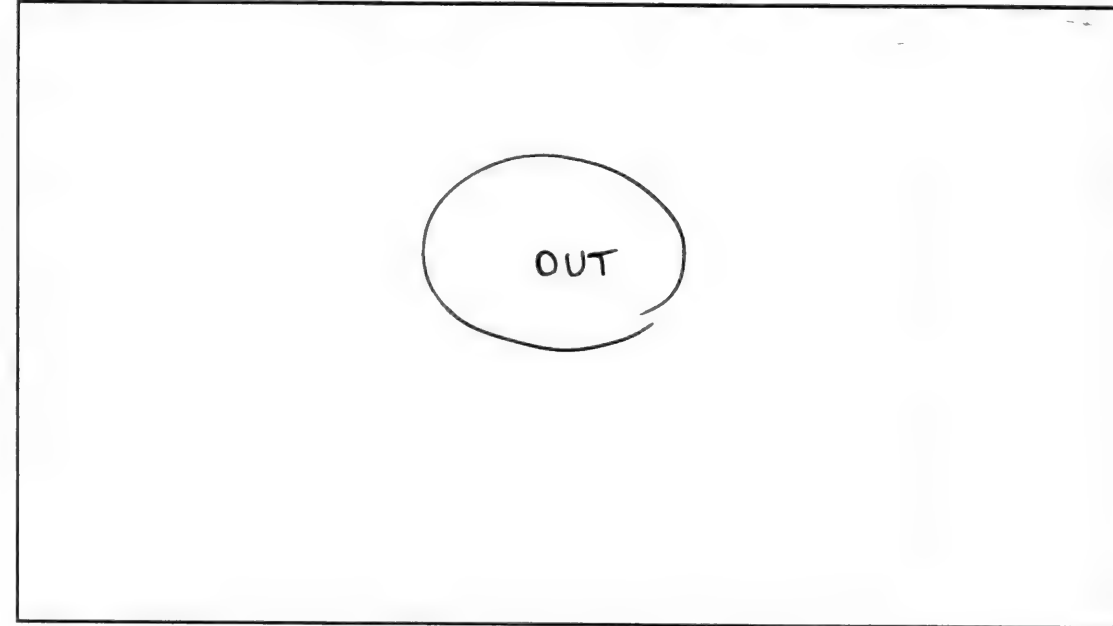


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-EMERALDS SPARKLE-

Timing:

EPISODE # 1025-172

Production :

1025/172

Handwritten initials 'CW' and 'Ced' in the top left corner.

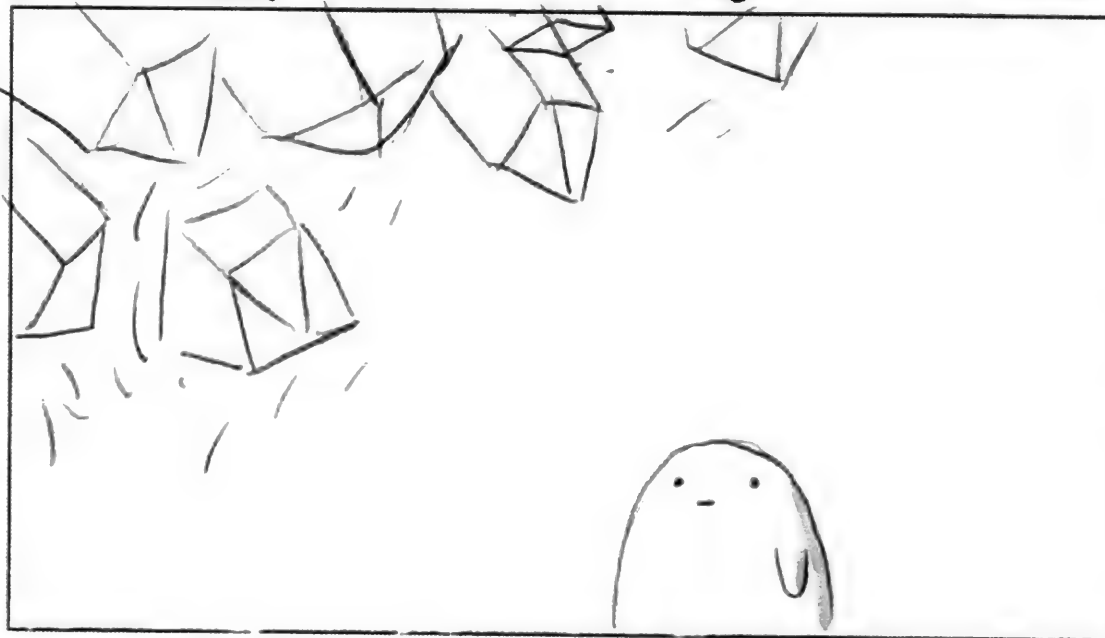
1025/172

ADVENTURE TIME

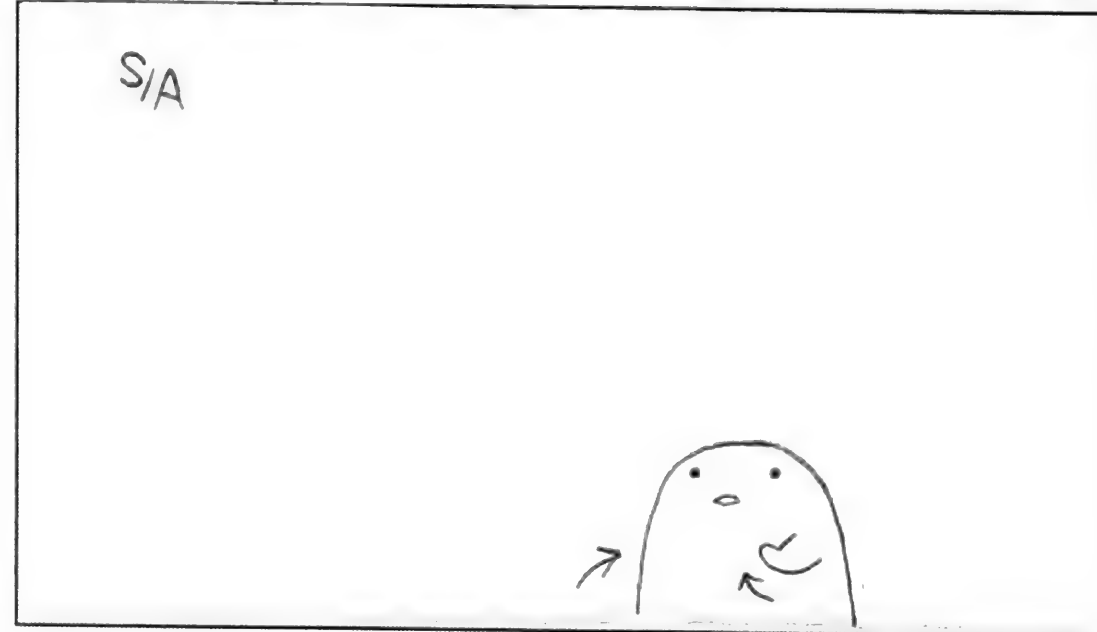


Page 158

Sc. 81 *CONT* Pnl. B Bg. day night



Sc. 81 *CONT* Pnl. C Bg. day night



Dialog:

K: NAW, I'M GOOD

Action:

-K. EYES RETURN TO NORMAL

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

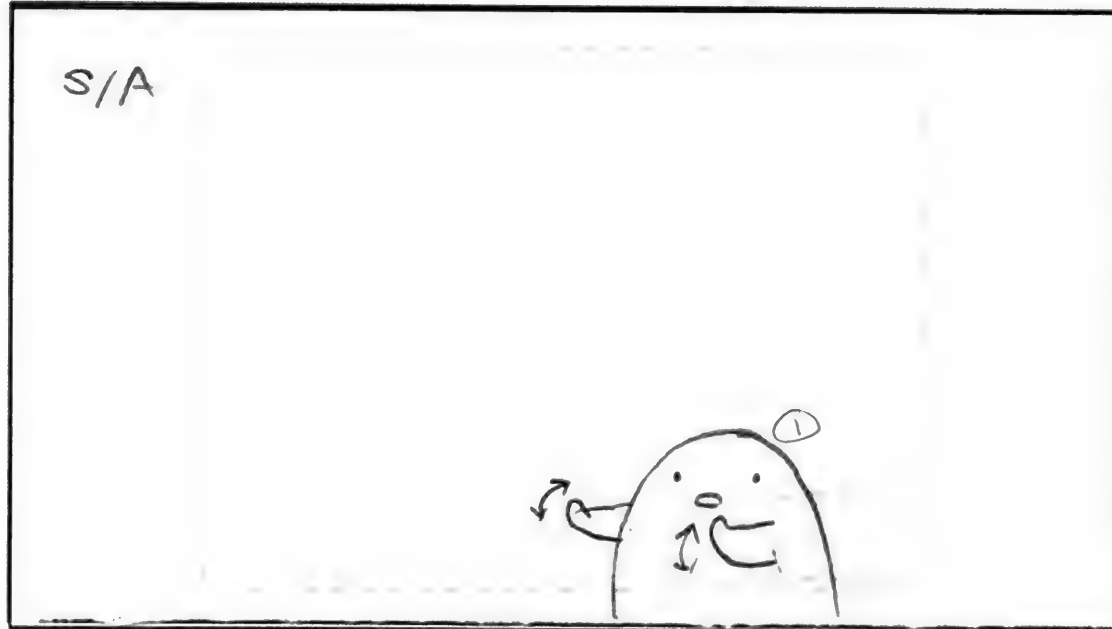
1025/172

ADVENTURE TIME

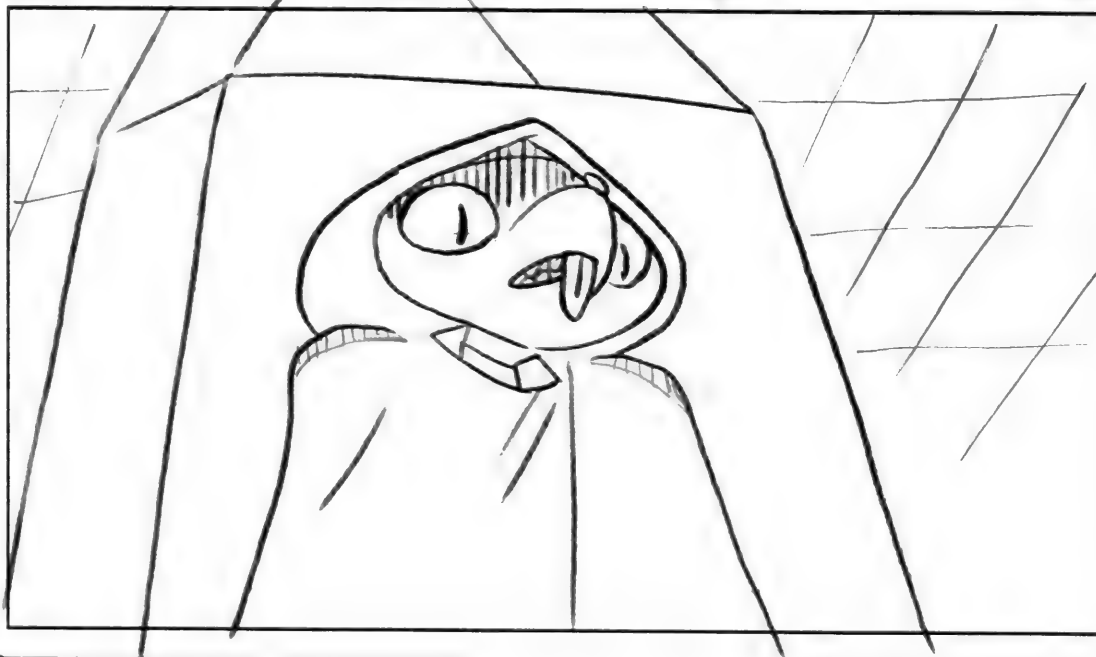


Page 159

Sc. 81 *CONT* Pnl. D Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

K: JUST THE
ORE, PLEASE.



Action:

- K. MAKES A
'GIMME' MOTION.

Timing:

Cycle (D)/(D1)

FEB 10 2014

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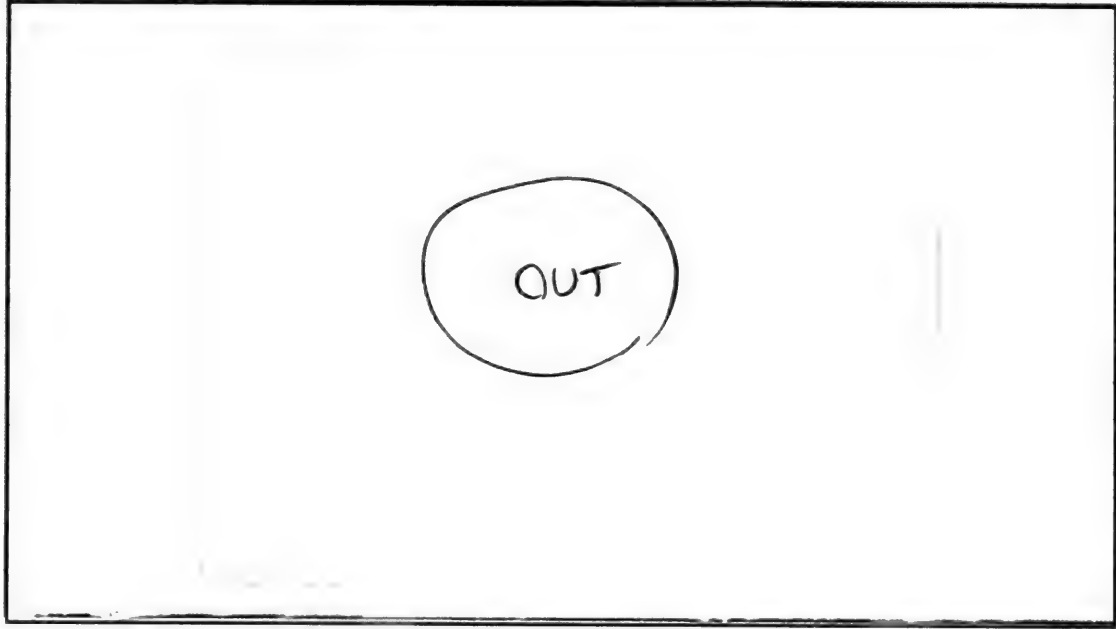
Production :

1025/172

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 82 CONT Pnl. B Bg. day night



MW: HO-HO!
WELL DONE

FEB 10 2014

Timing:

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Production :

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ADVENTURE TIME



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HW
Cut

Sc. 82 CONT Pnl. C Bg. day night



Sc. 82 CONT Pnl. D Bg. day night



Dialog:
MW BY RESISTING
THE TEMPTATION
OF WEALTH...

MW : YOU HAVE
PASSED MY
TEST

Action:

FEB 10 2014

Timing:

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EPISODE # 1025-172

1025/172

Production :

1025/172

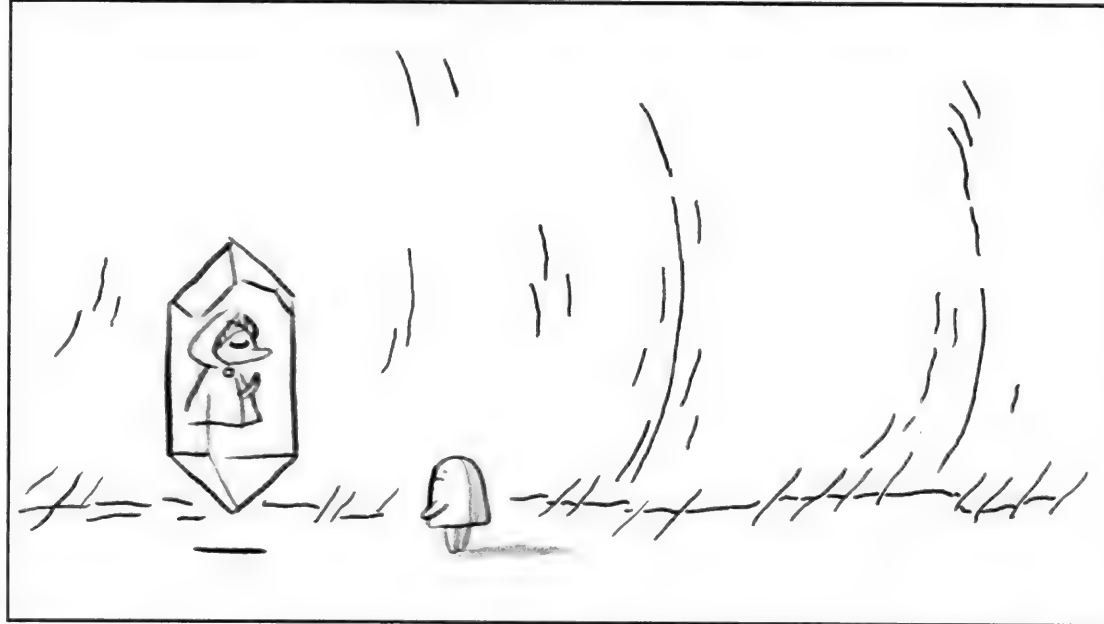
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ADVENTURE TIME

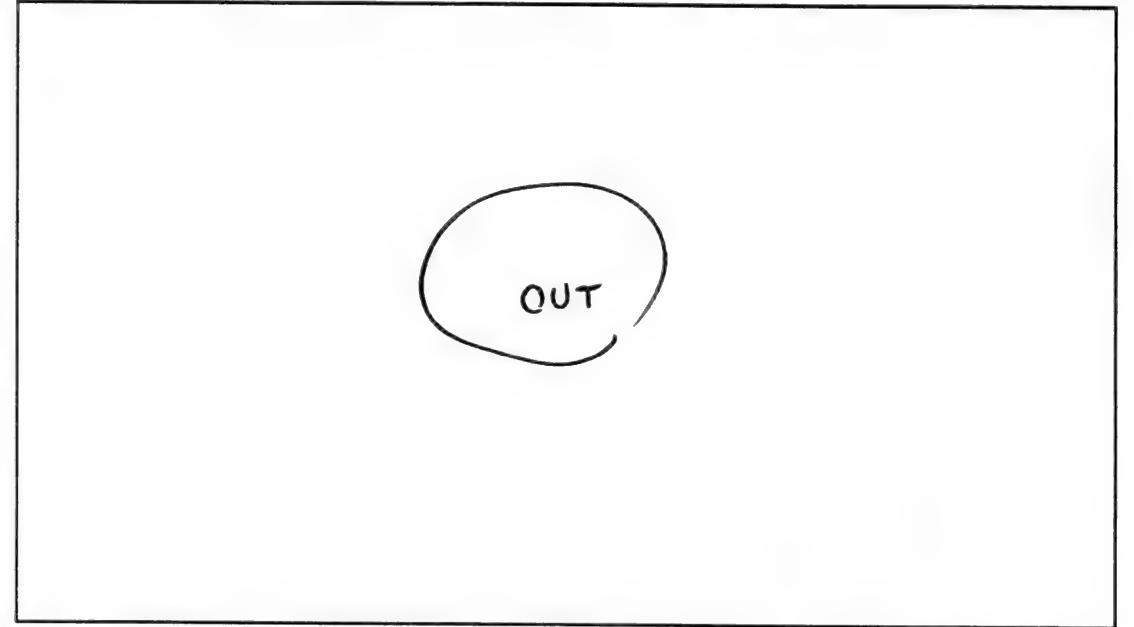


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Sc. 83 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

FEB 10 2014

Timing:

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Production :

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1025/172

ADVENTURE TIME

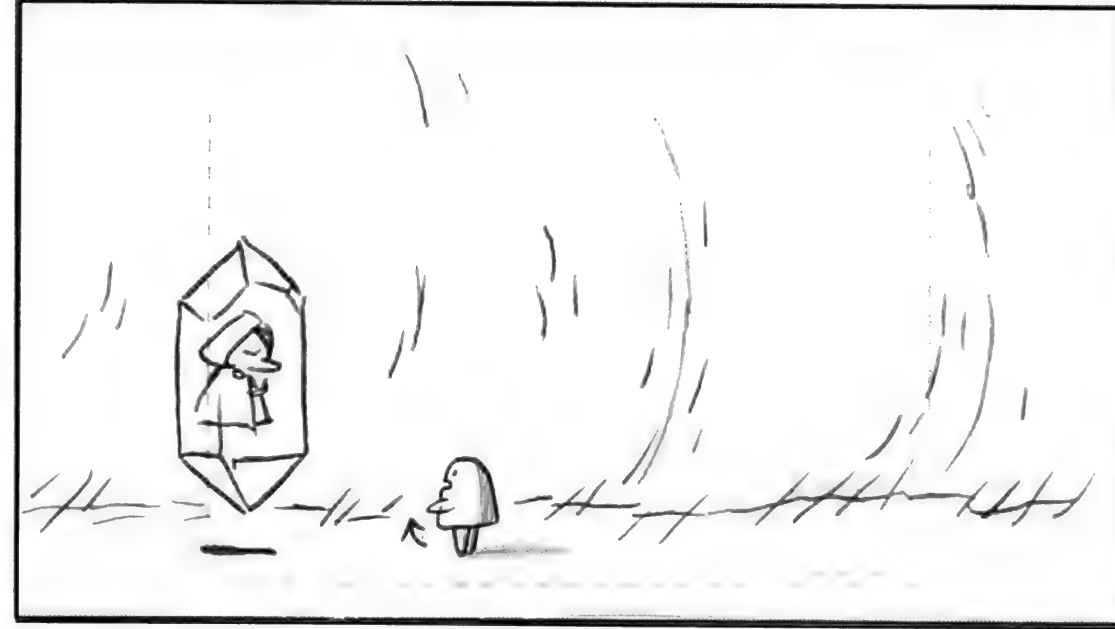


Page 163

Sc. 83 CONT Pnl. B

Bg.

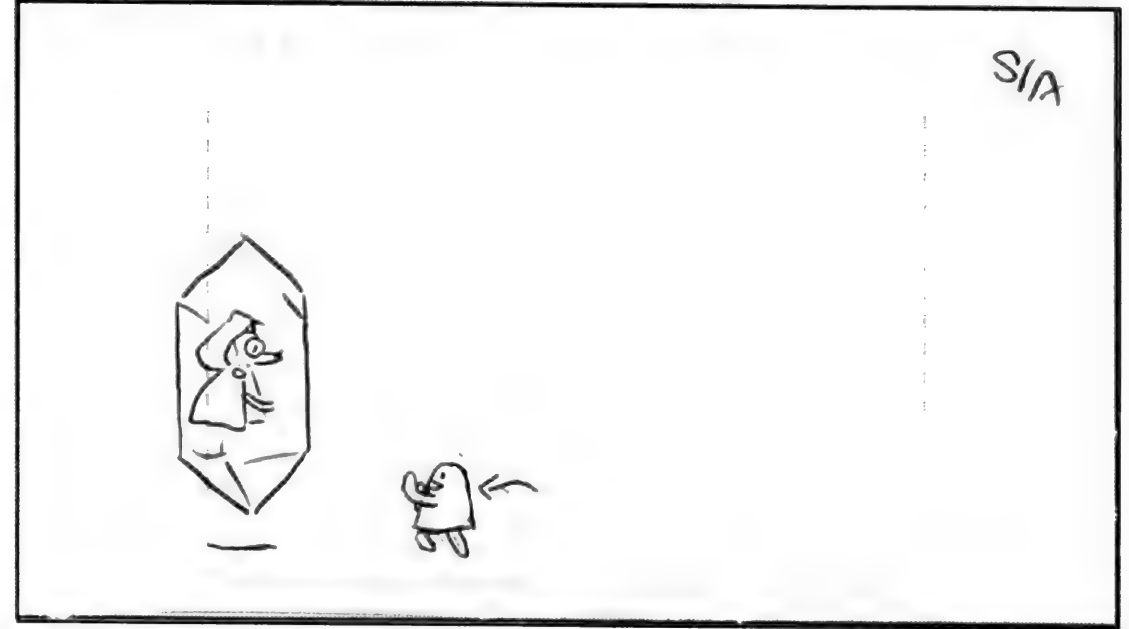
day night



Sc. 83 CONT Pnl. C

Bg.

day night



Dialog: <u>K</u> : NAW, I JUST DON'T CARE ABOUT MONEY--		<u>K</u> : MY NAME IS KENT. I'M SUPPOSED TO FIGHT BAD GUYS.	
Action:		- K. TAKES A STEP FORWARD	
Timing:		FEB 10 2014	

Production :

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1025/172

Ho
Cut

ADVENTURE TIME



Page 164

Sc. 84

Pnl. A

Bg.

day night

Sc. 84 CONT Pnl. B

Bg.

day night



Dialog:

...

MW: ALRIGHT THAT'S
PRETTY WEIRD.

Action:

-MW LOOKS AROUND

Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



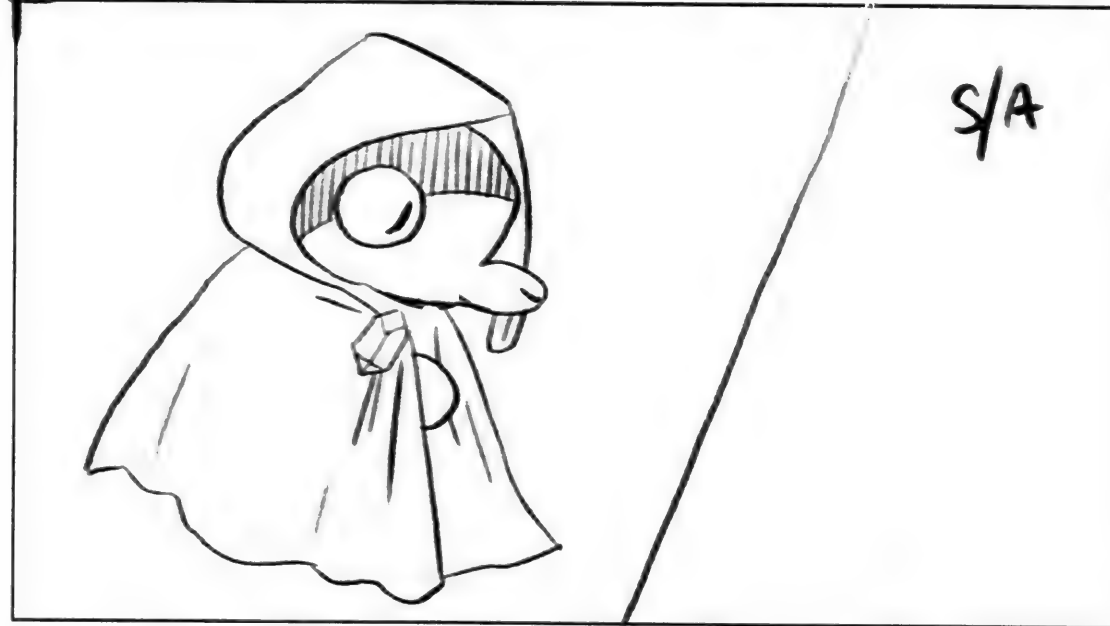
Page 165

Sc. 84 CONT

Pnl. C

Bg.

day night

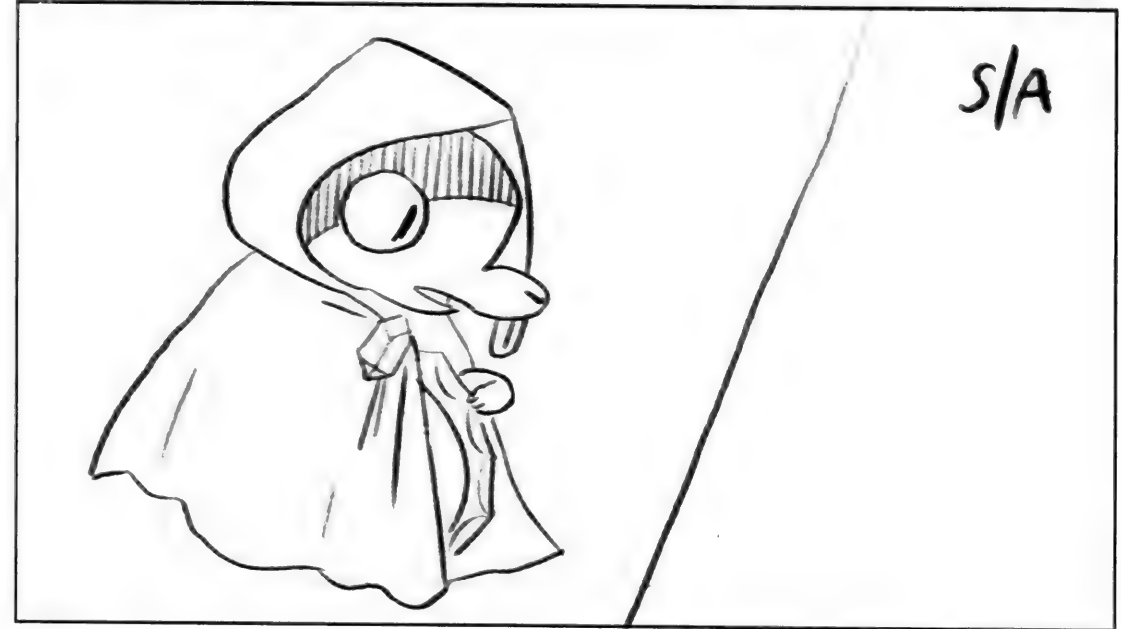


Sc. 84 CONT

Pnl. D

Bg.

day night



Dialog:

MW: BUT HERE YOU GO --

Action:

- MW REACHES INTO CLOAK. pulls out Bottle Cap.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

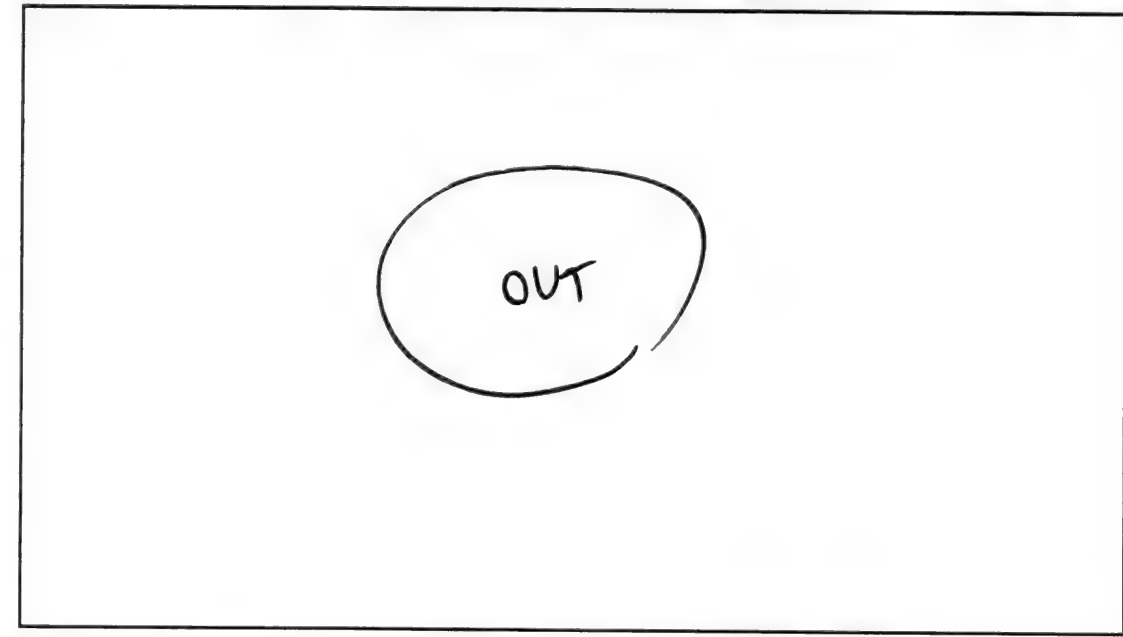
1025/172

ADVENTURE TIME



Page 166

Sc. Pnl. Bg. day night



Sc. 84 CONT Pnl. E Bg. day night



Dialog:	<u>MW</u> : THE UNBREAKABLE ORE.
Action:	- MW HOLDS UP BOTTLECAP.
Timing:	FEB 10 2014

H
Cut

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the cut

ADVENTURE TIME



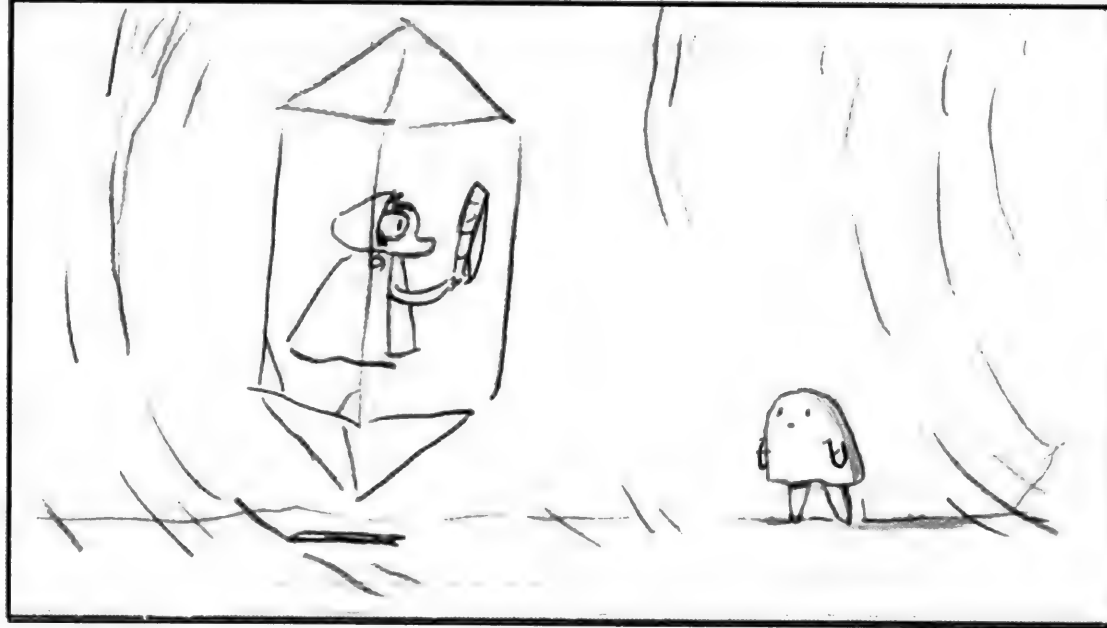
Page 167

Sc. 8S

Pnl. A

Bg.

day night

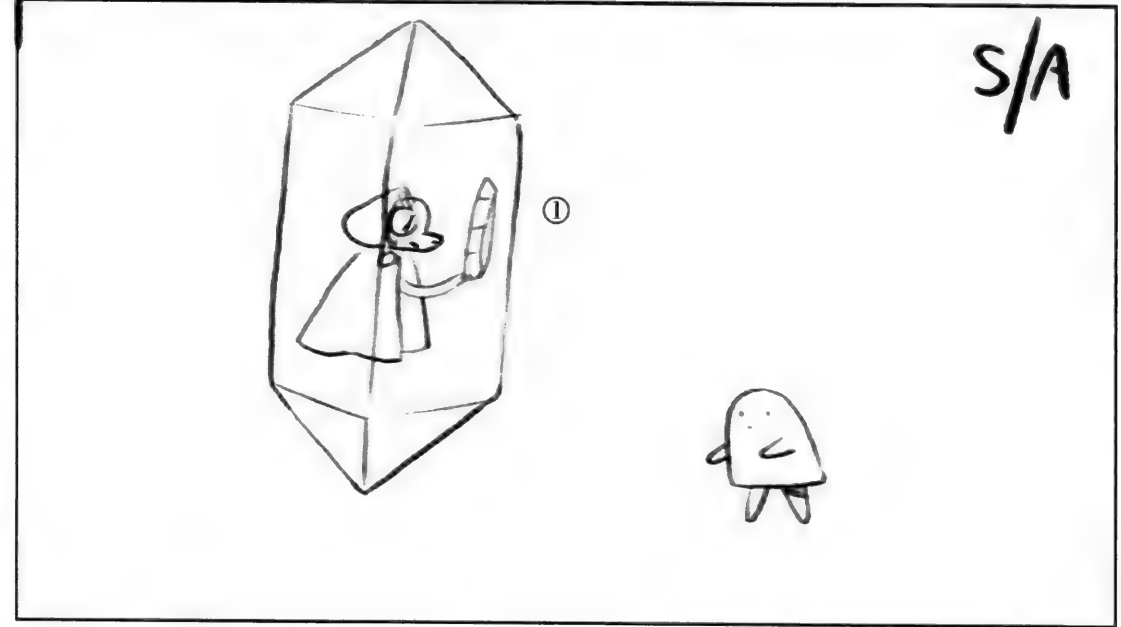


Sc. 8S *CONT*

Pnl. B

Bg.

day night



Dialog:

MW : HMM.

Action:

- CRYSTAL LEANS FORWARD
- MW PUSHES BOTTLE CAP THRU SURFACE

- MW LOOKS DOWN

Timing:

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Production :

1025/172

ADVENTURE TIME



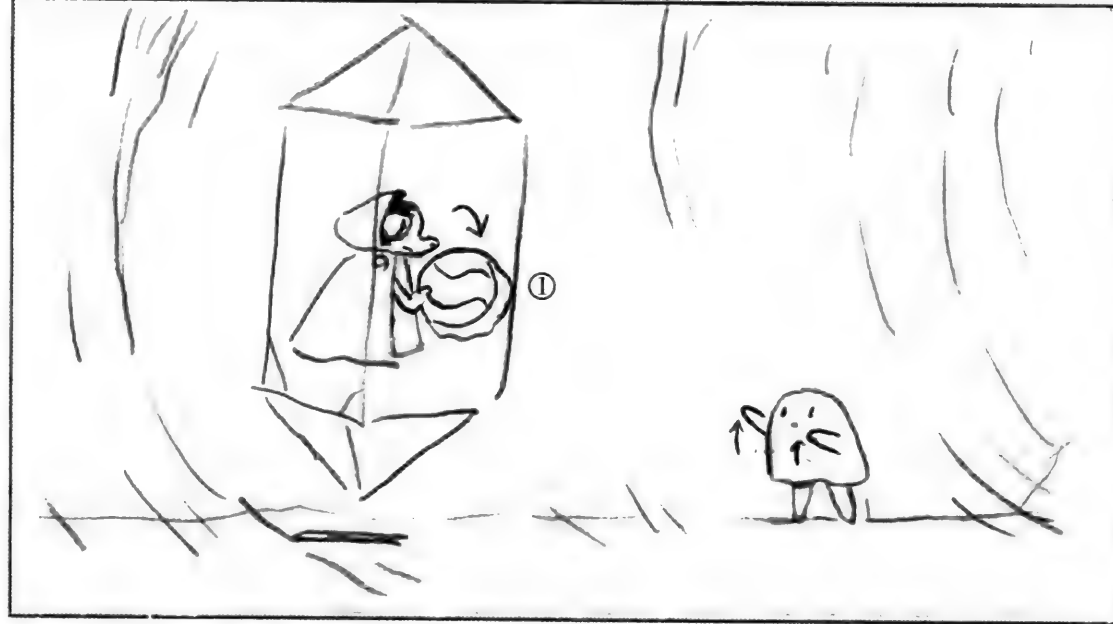
Page 168

Sc. 85 CONT

Pnl. 1C

Bg.

day night

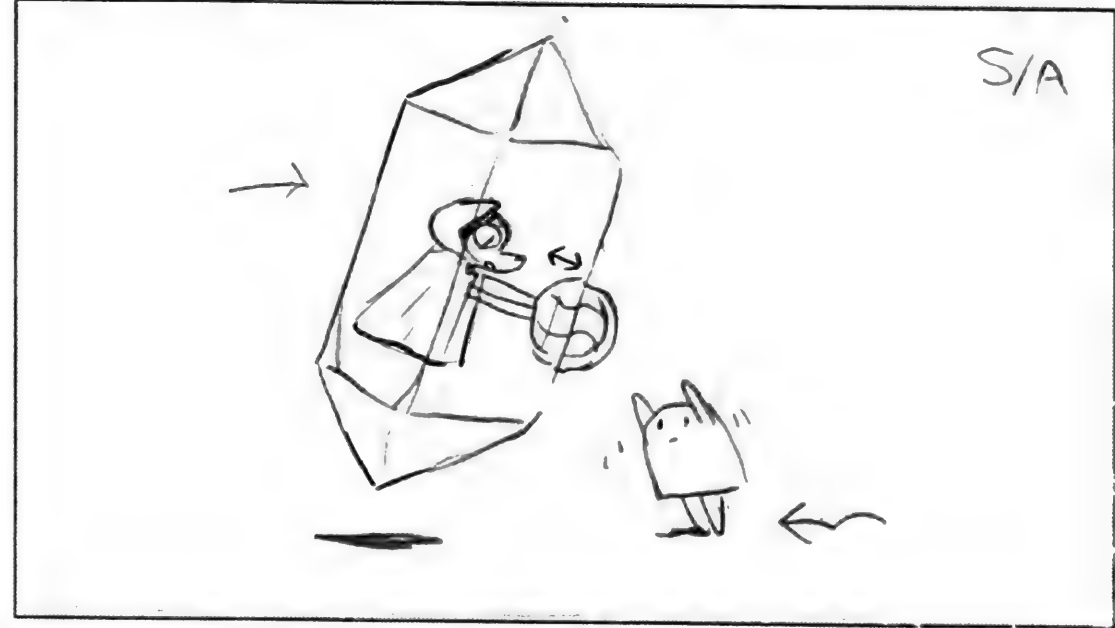


Sc. 85 CONT

Pnl. D

Bg.

day night



Dialog:

MW: [GRUNT]

Action:

- CRYSTAL LEANS FORWARD
- MW PUSHES BOTTLECAP INTO CRYSTAL.

Timing:

(STRAINING)
MW: UHH - JUST 'Y'KNOW

- K. TIGHTENS FORWARD.

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Production :

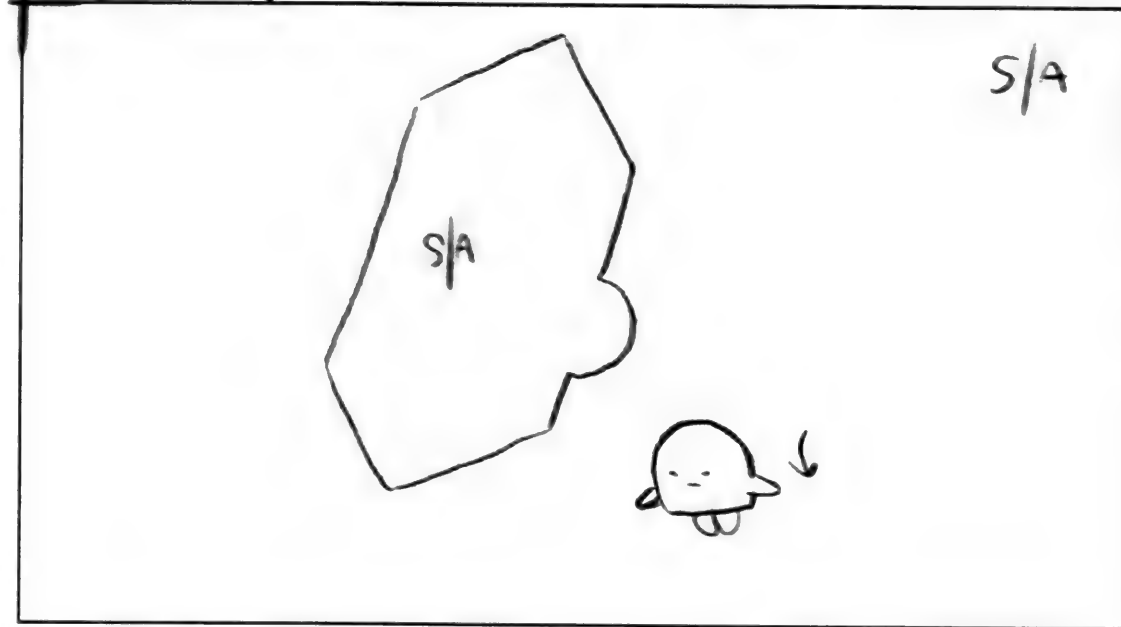
1025/172

ADVENTURE TIME

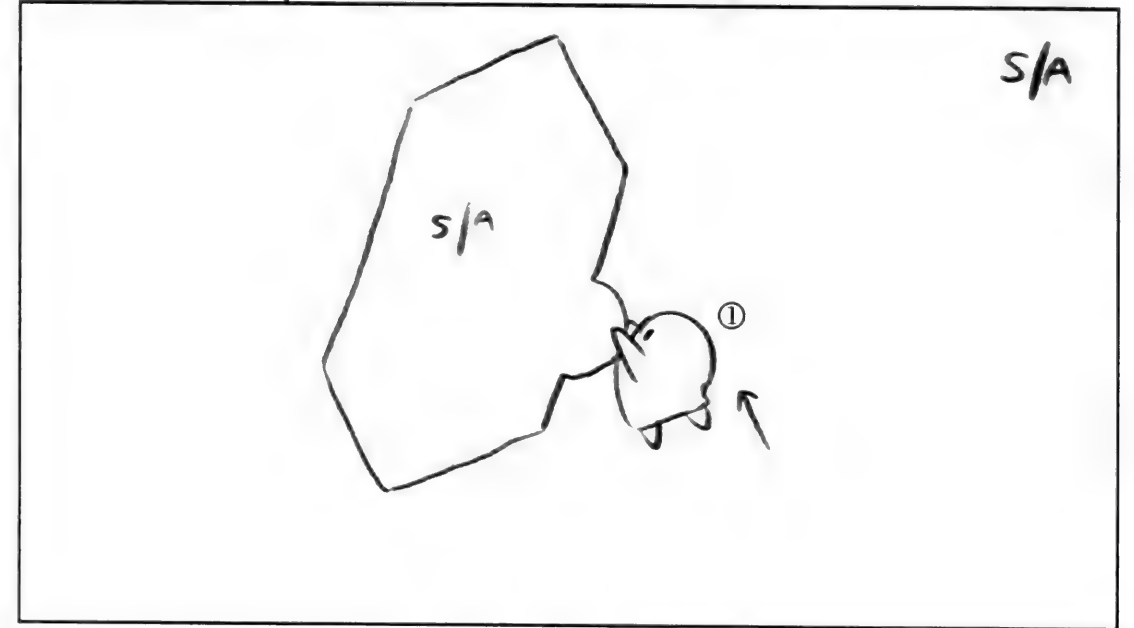


Page 169

Sc. 85 CONT Pnl. E Bg. day night



Sc. 85 CONT Pnl. F Bg. day night



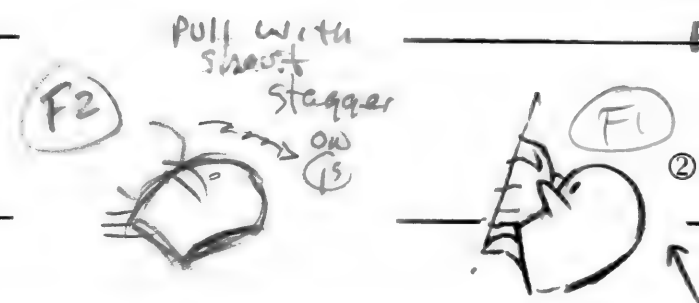
Dialog:

Action: - K SQUATS - K JUMPS UP TO GRAB BOTTLECAP

Timing:

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FEB 10 2014



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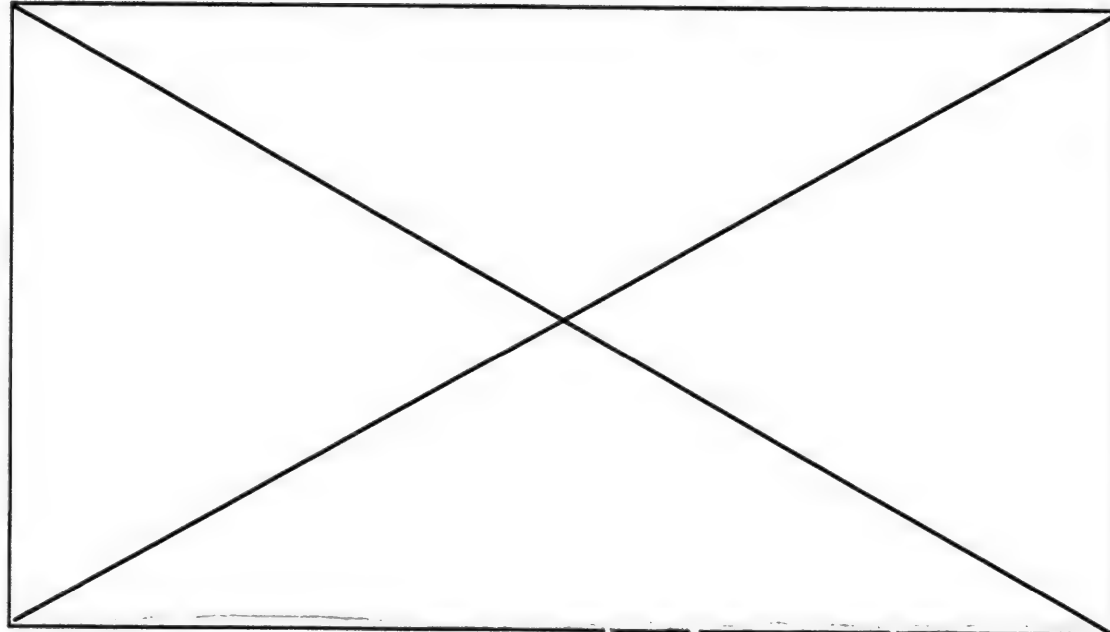
Production :

ADVENTURE TIME

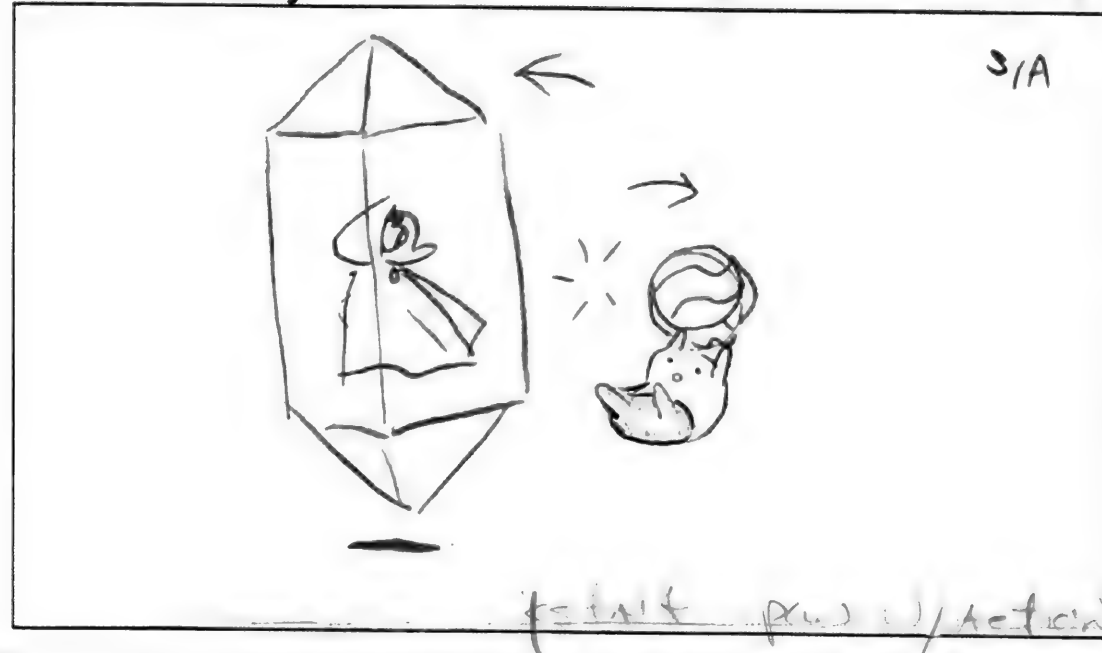


Page 170

Sc. Pnl. Bg. day night



Sc. 85 *CONT* Pnl. G Bg. day night



Dialog:	<u>K</u> : [STRAINING]	
Action:	- K. PULLS AT BOTTLECAP	- K DISLODGES BOTTLECAP AND FALLS BACK
Timing:	FEB 10 2014	

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S/G Sc. 85 CONT

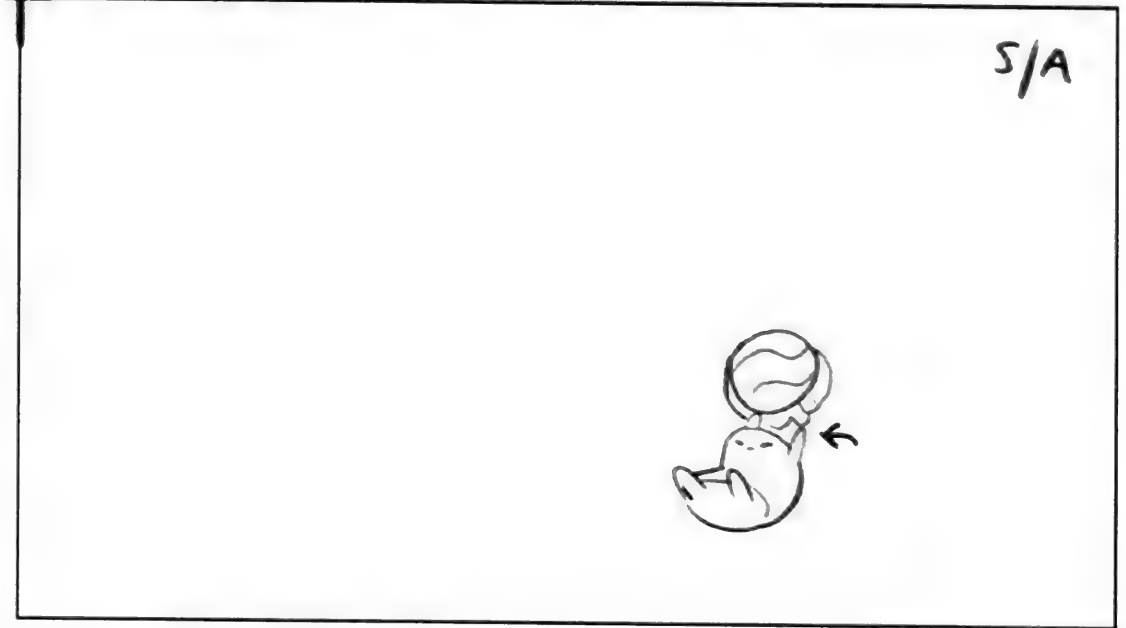
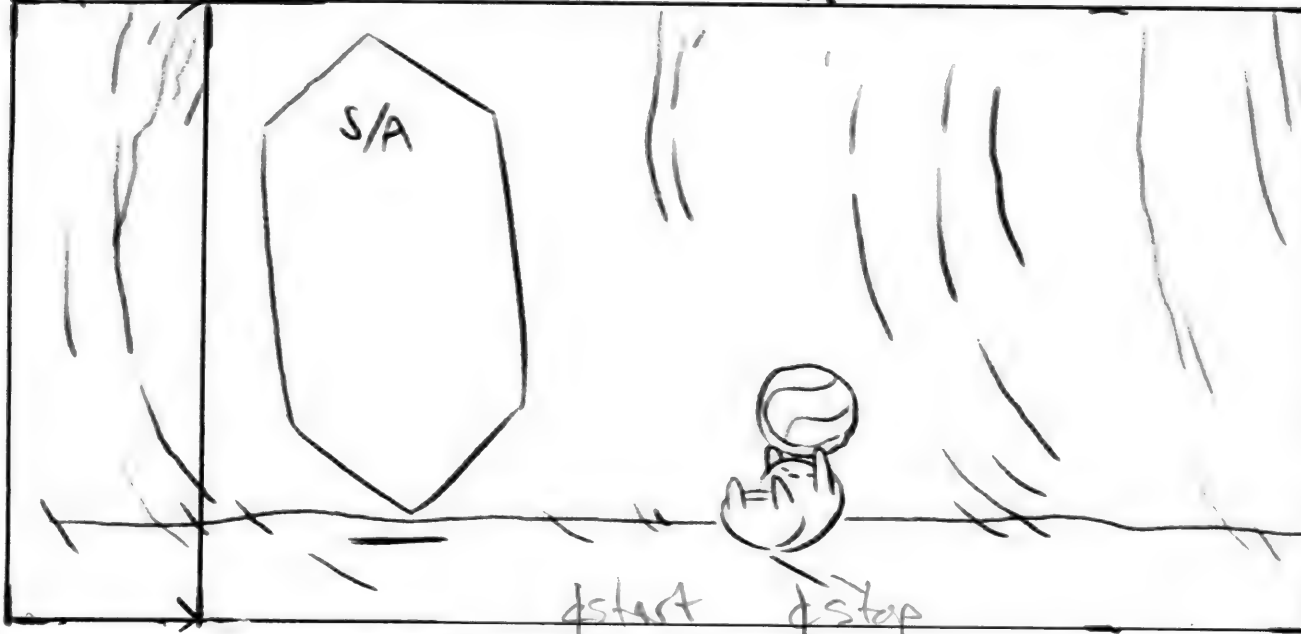
H Bg.

day night

Sc. 85 CONT Pnl. I

Bg.

day night



Dialog:

pan w/Action
K: [IMPACT]
MW, OOP THERE THERE SHE GOES.

Action:

- K. FALLS TO GROUND
- ADD. W/ ACTION

Timing:

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*cut w/ wipe
to post*

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Sc. **85 CONT** Pnl. J

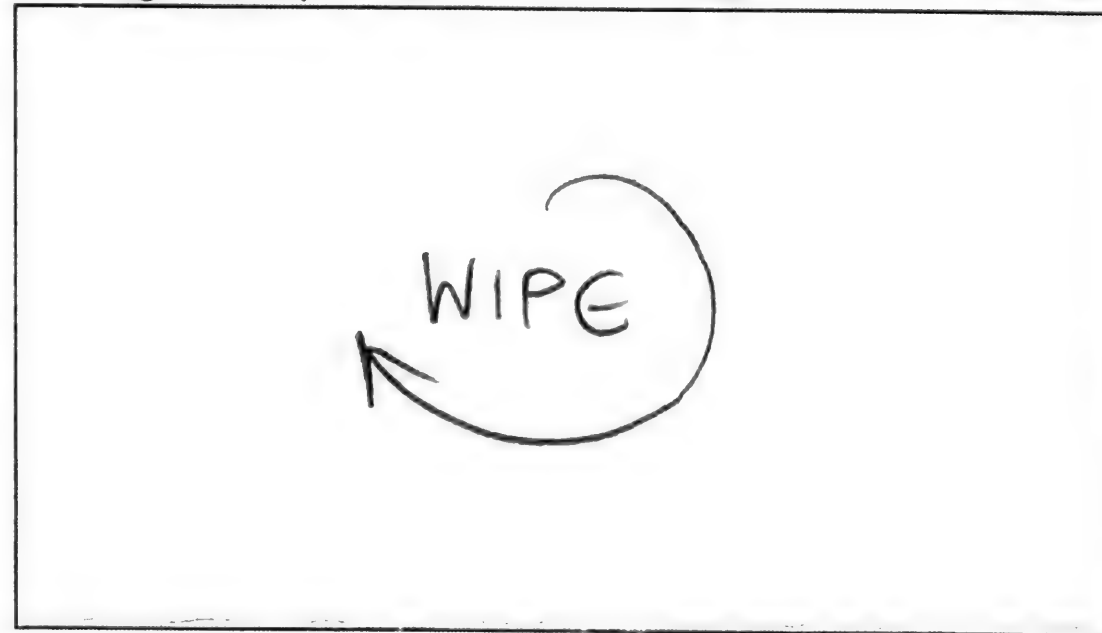
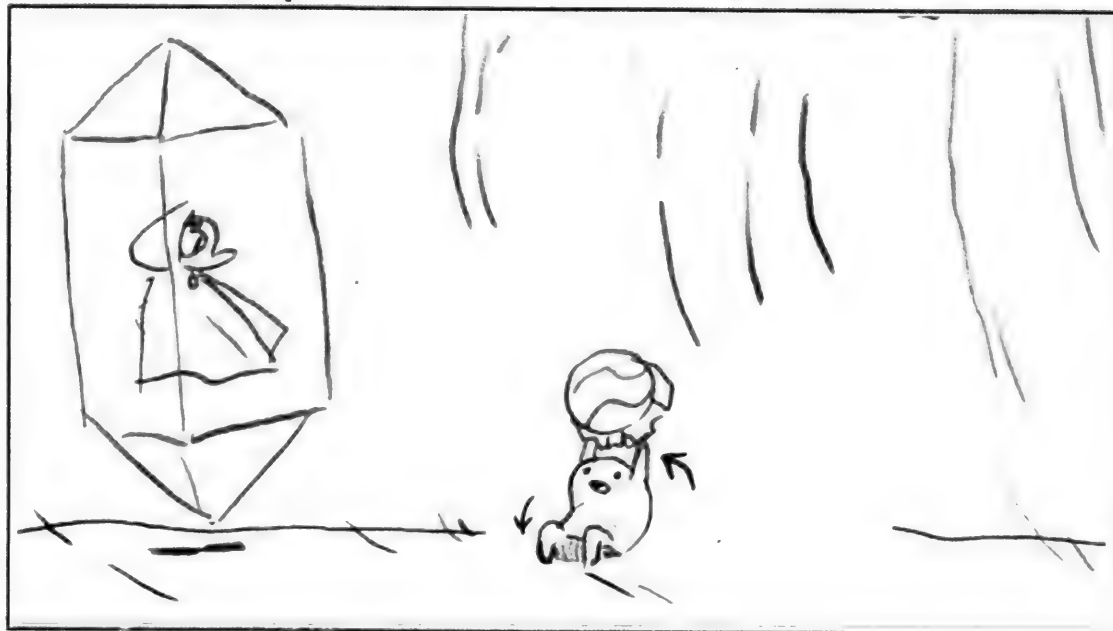
Bg.

day night

Sc. **85 CONT** Pnl.

Bg.

day night



Dialog:

K: HA-HA

Action:

- K. ROLLS
- ADJ. w/ ACTION

FEB 10 2014

Timing:

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Cut w/ w/ post

ADVENTURE TIME



Page 173

Sc 86

Pnl

Pnl. Rn A

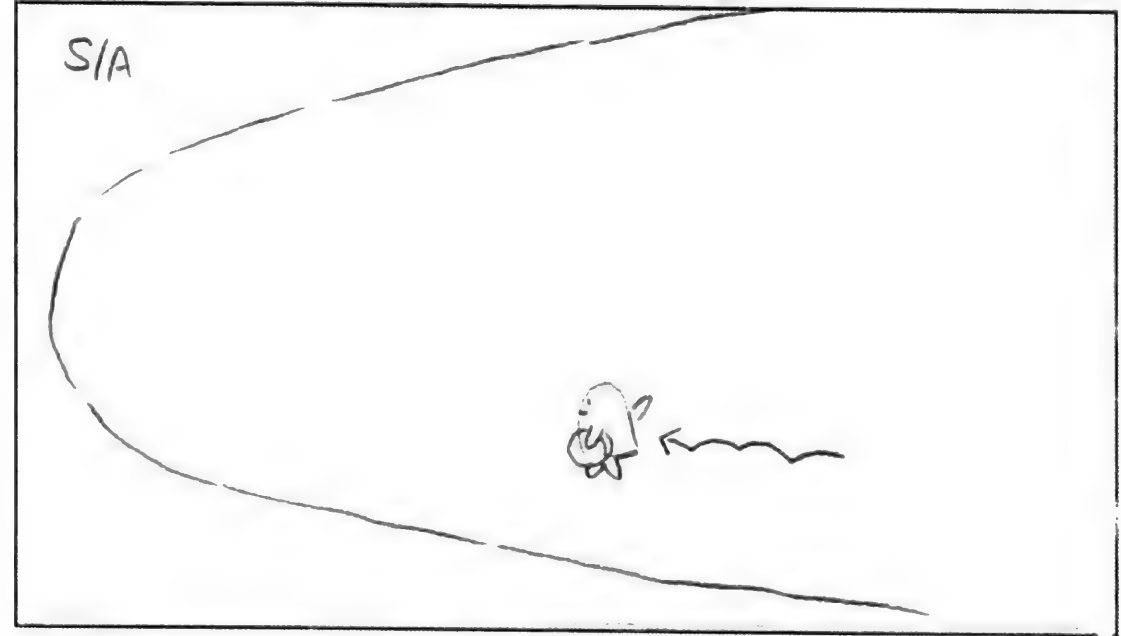
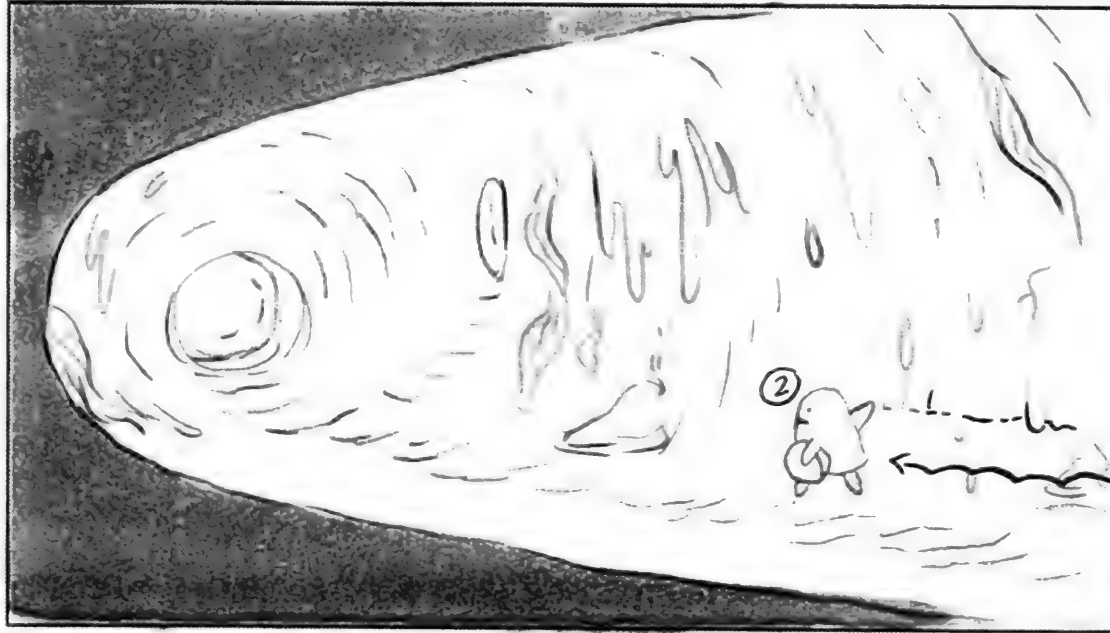
Bg.

day night

Sc. 86 CONT Pnl. B

Bg.

day night



Dialog:

K: [HUMMING]
BROTHER
SONG.

Action:

- K WALKS DOWN
ROOT TUNNEL RUNNING
HAND ALONG WALL

Timing:

①

(A)

FEB 10 2014

Production :

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1025/172

Ho
Cent

ADVENTURE TIME

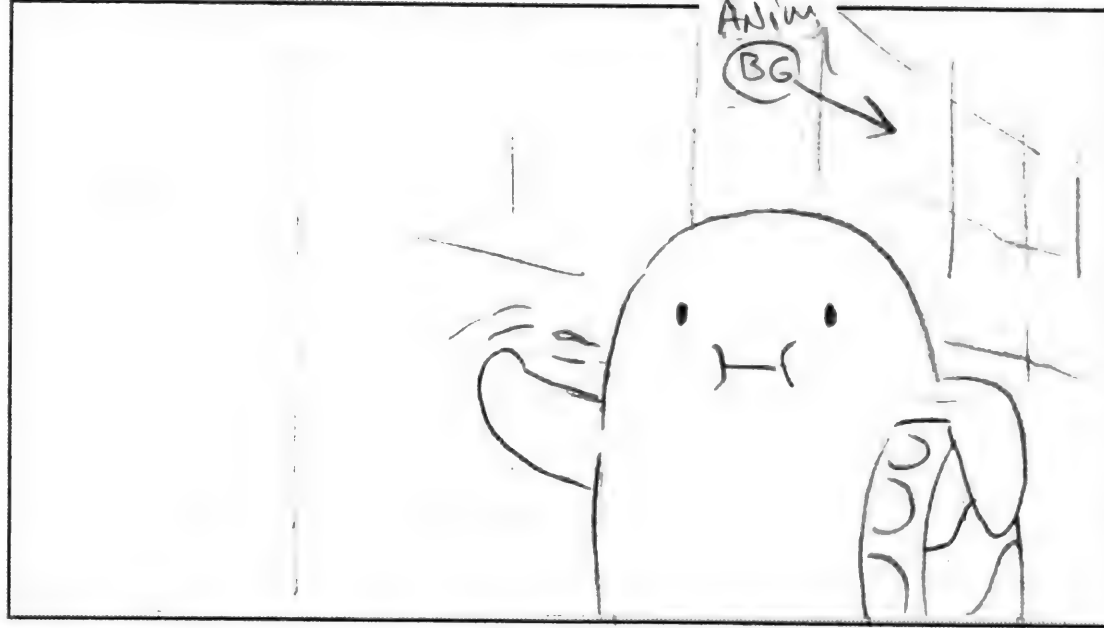


Sc. 87

Pnl. A

Bg.

day night

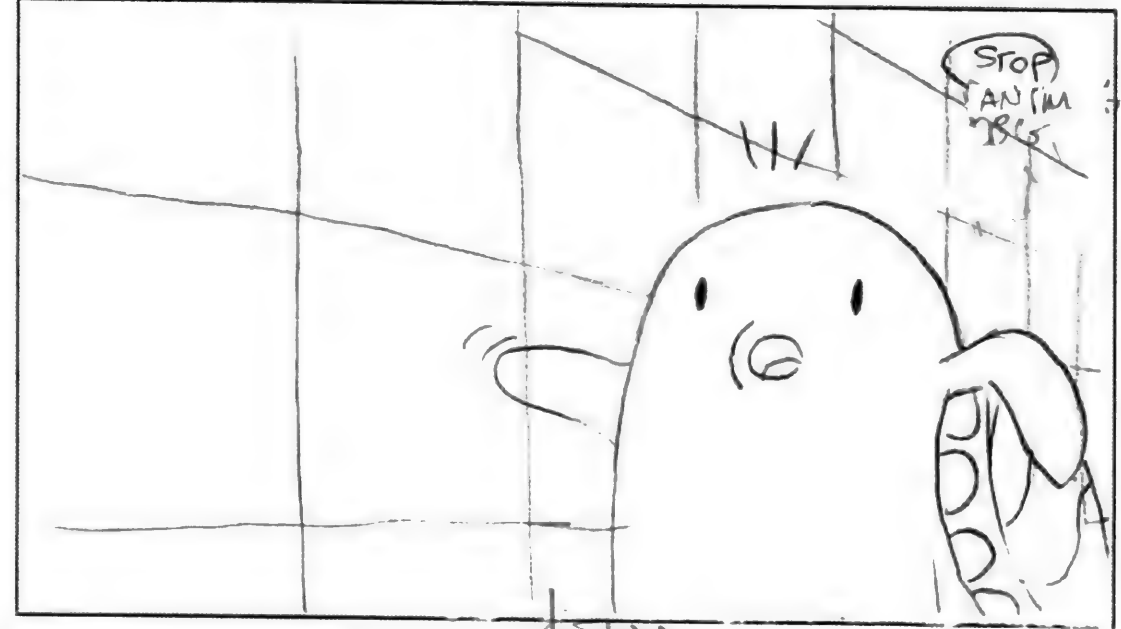


Sc. 87 CONT

Pnl. B

Bg.

day night



Dialog:

K: [HUMMING] _____

K: [GASP]

Action:

- K. STOPS SUDDENLY.

Timing:

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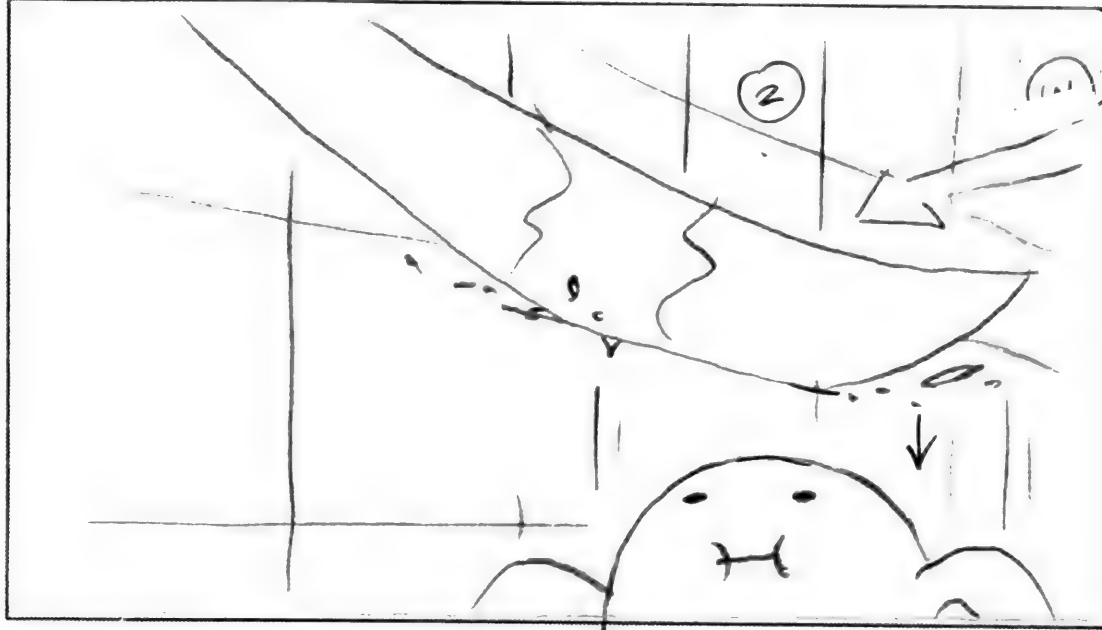
Production :

ADVENTURE TIME

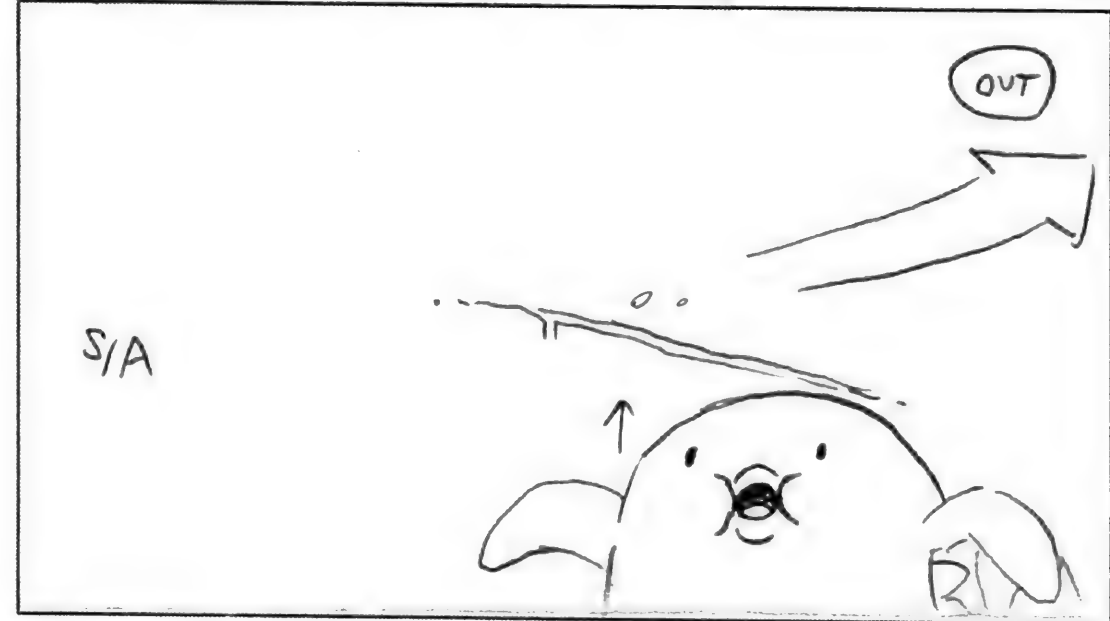


Page 175

Sc. 87 CONT Pnl. C Bg. day night



Sc. 87 CONT Pnl. D Bg. day night



Dialog:

WHOOOSH -
SFX: *SHKK!*

K: WOOP-WOOP!

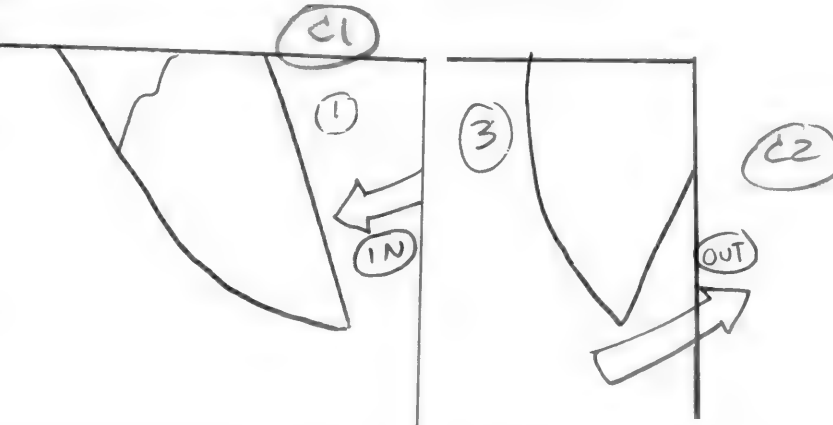
Action:

- SWORD AS K. - SWORD HITS WALL AS K. DUCKS.

- SWORD SWINGS BACK. OFF/S

FEB 10 2014

Timing:



EPISODE # 1025-172

1025/172

Production:

1025/172

ADVENTURE TIME

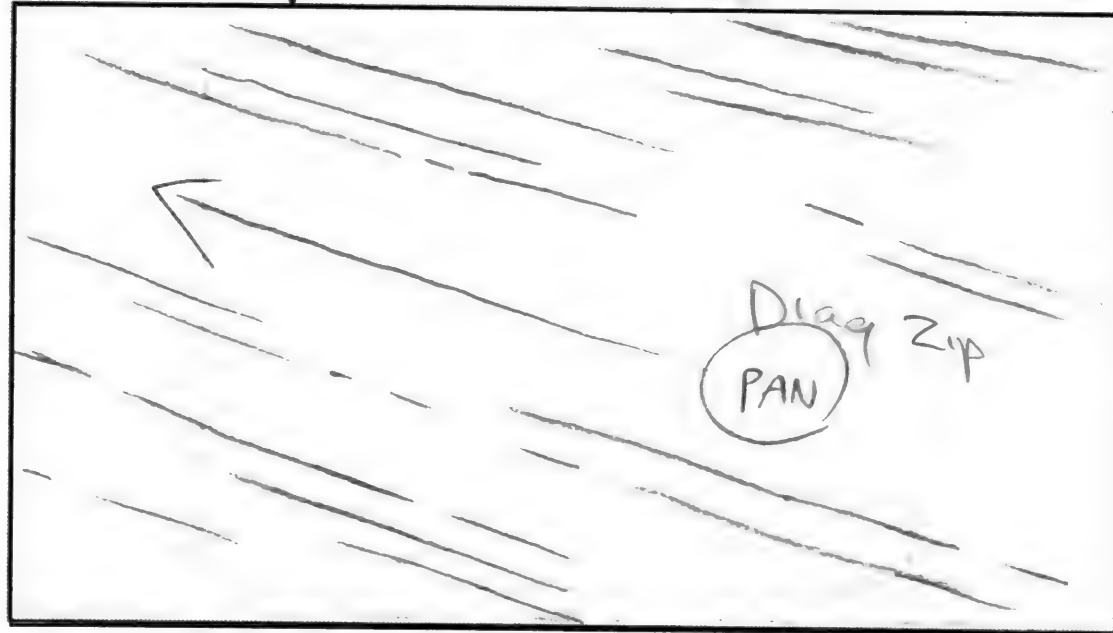


Page 176

Sc. 87 *cont* Pnl. E

Bg.

day night



Sc. 87 *cont* Pnl. F

Bg.

day night



EPISODE # 1025-172

Dialog:

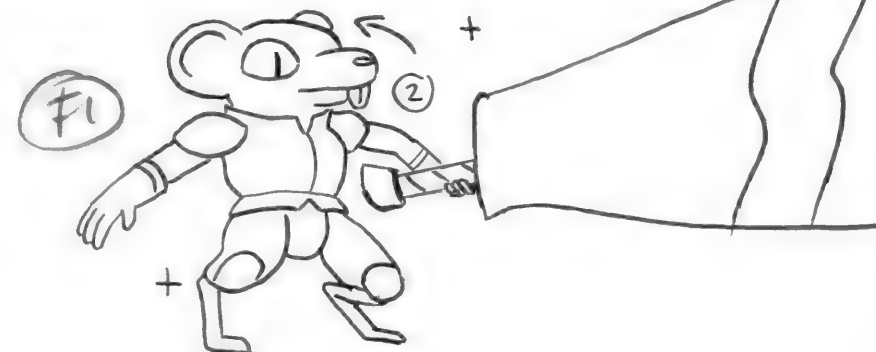
Action:

Timing:

- ZIP PAN →

TO MOUSE
KNIGHT

-TIMING NOTE:
• ANIMATE THROUGH THIS POSE



1025/172

1025/172

FEB 10 2014

ADVENTURE TIME



Page 177

Sc. 87 CONT Pnl. G

Bg.

day night



Sc. 87 CONT Pnl. H

Bg.

day night



Dialog:

SFX: *CHKKK*

Action:

- MOUSE WARRIOR SWINGS BACK SWORD.

Timing:

FFP 1 0 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

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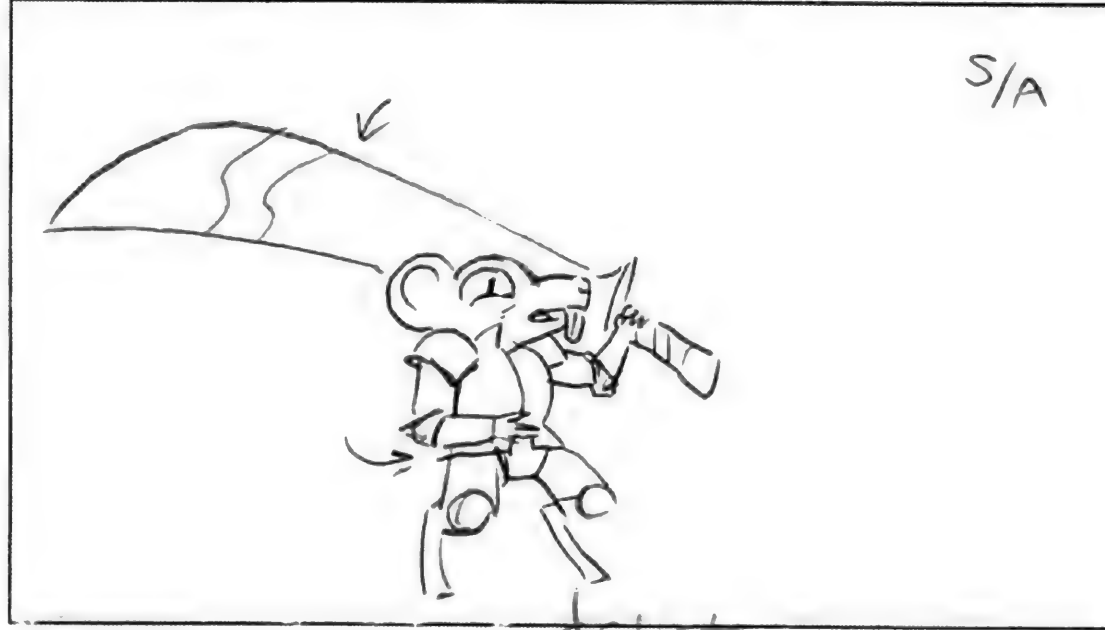
ADVENTURE TIME



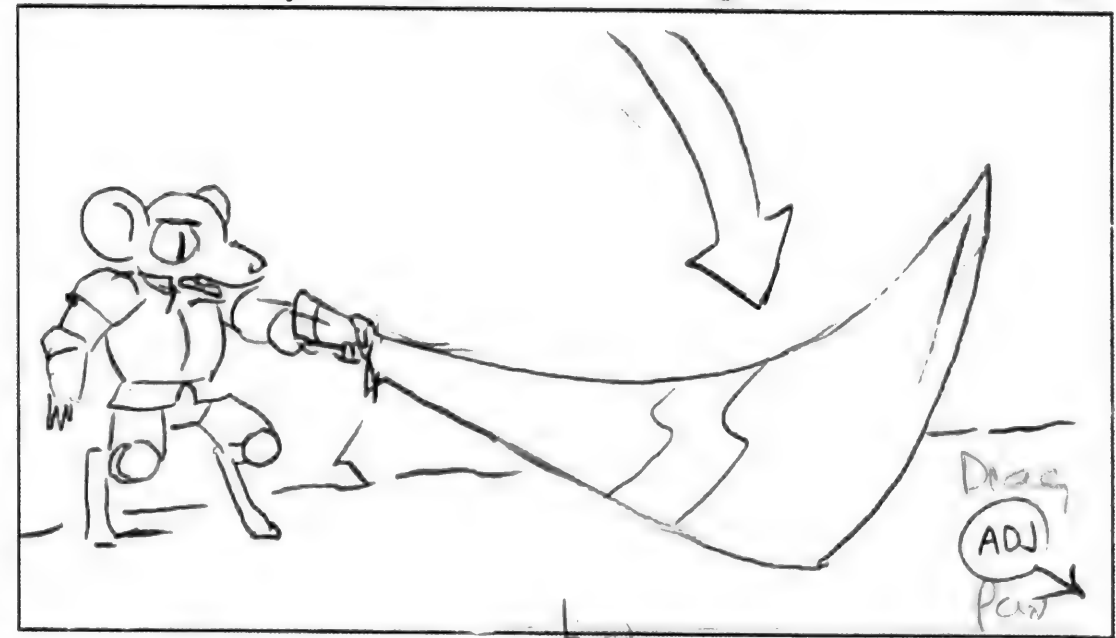
Page 178
178A NEXT
day night

Sc. 87 CONT Pnl. 1 Bg.

day night



Sc. 87 CONT Pnl. 2 Bg.



Dialog:

MK: GREETING-S...

Action:

MK: COME TO
FIGHT ME, EH !?

- MK BRANDISHES
SWORD.

- ADJ. W/ ACTION

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



SC 87

Page 178 A 14
179 NEXT

S/A
(I)



Diag
pan

- PAN LAYOUT
REFERENCE (J)

S/A
(J)

EPISODE # 1025-172

1025/172

Dialog:
Action:
Timing:

FEB 10 2014

Production :

1025/172

1025/172

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1025/172

Hu
Cut

ADVENTURE TIME



Page 179

Sc. 88

Pnl. A

Bg.

day night

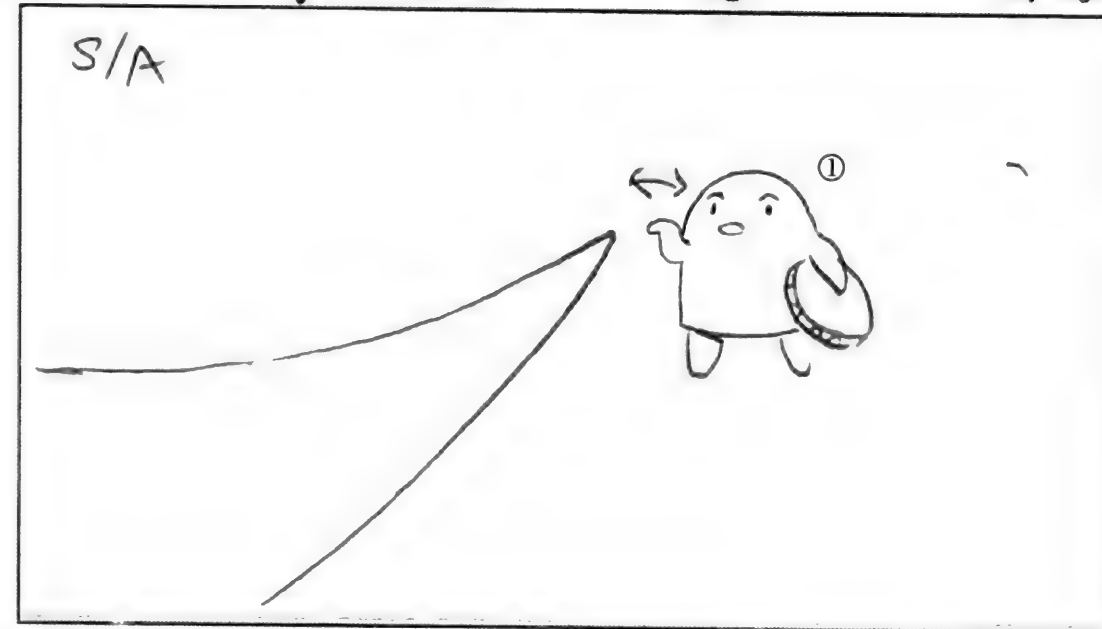


Sc. 88 CONT

Pnl. B

Bg.

day night



Dialog:

K: ^(A) MY NAME
IS KENT

Action:



Timing:

K AND IF I HAD A
SWORD I'D TOTALLY
FIGHT YOU.

- K. JABS AT AIR.



FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

Hu
Cut

ADVENTURE TIME

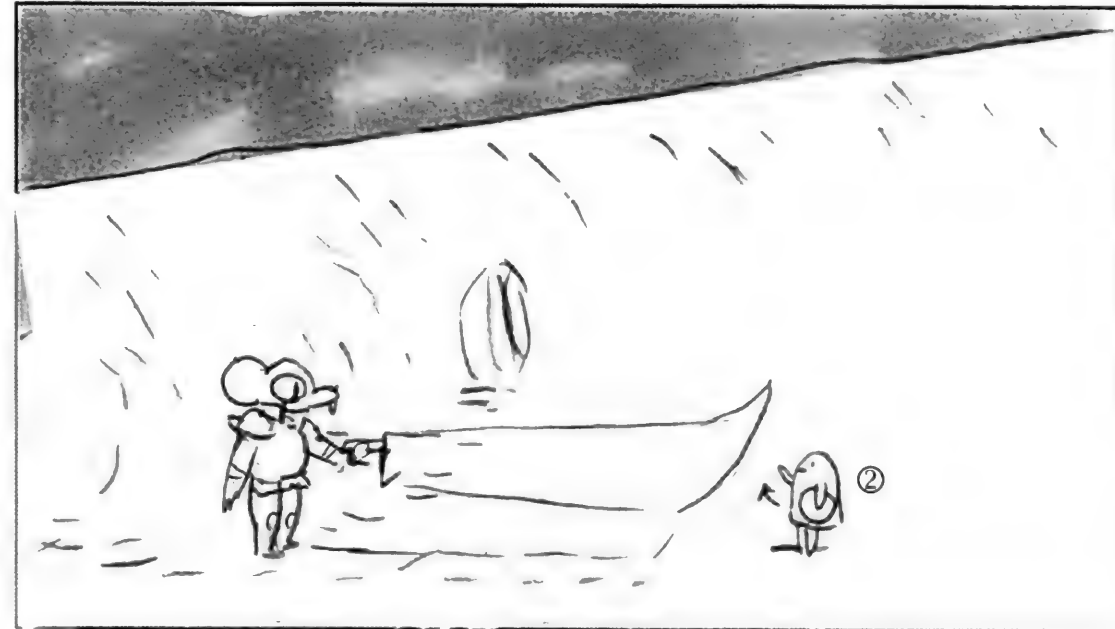


Sc. 89

Pnl. A

Bg.

day night



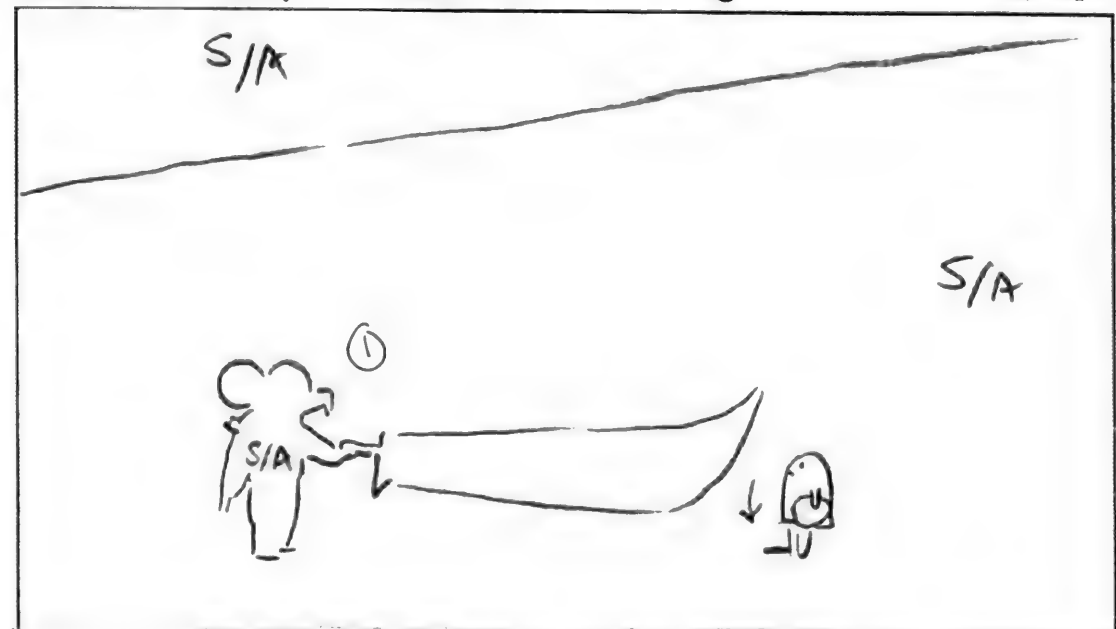
Sc. 89

CONT

Pnl. B

Bg.

day night



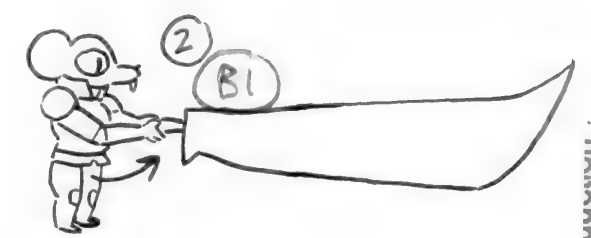
Dialog:

K: BUT FOR NOW,
I'M LOOKING FOR
A CLOD OF "MYSTIC EARTH"

Action:

-K LOWERS ARM

Timing:



FEB 10 2014

EPISODE # 1025-172

1025/172

1025/172

1025/172

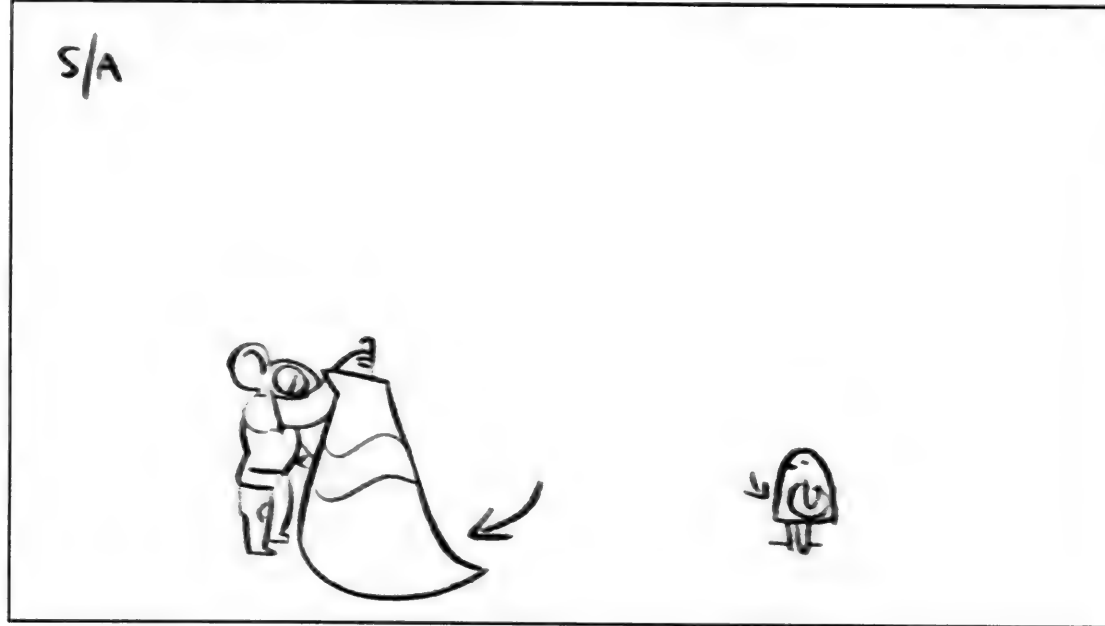
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ADVENTURE TIME

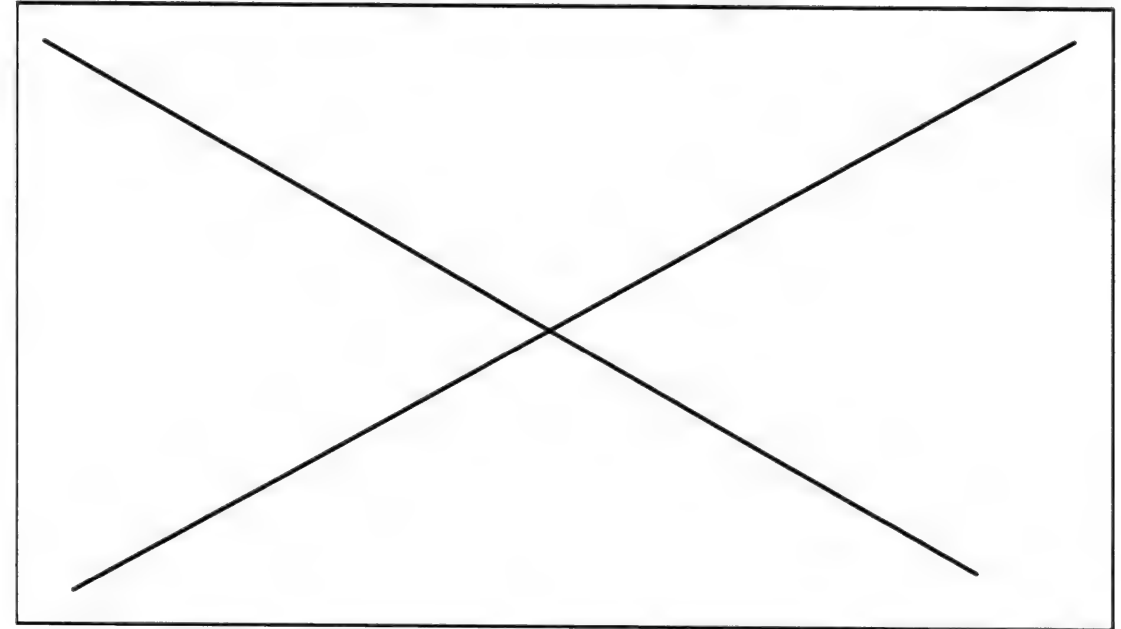


Page 181

Sc. 89 *const* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Mouse knight lifts arm and
swings sword behind him

Action:

Kent lowers arm

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

ADVENTURE TIME



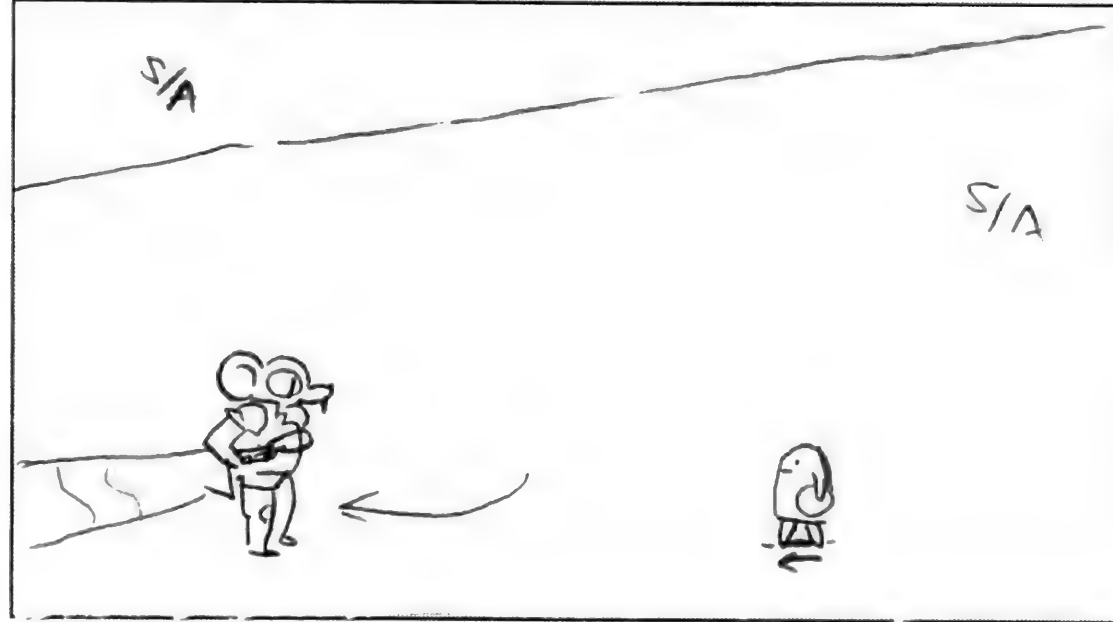
Page 182

Sc. 89 *CONT*

Pnl. D

Bg.

day night



Sc. 90

Pnl. A

Bg.

day night



Dialog:

MK: YES I HAVE
WHAT YOU
SEEK --

MK: BUT CONSIDER
THIS .INSTEAD...

Action:

- MW PULLS BACK
SWORD.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page 183

Handwritten: Hu Cut

Sc. 90 *CONT* Pnl. B Bg. day night



Sc. 90 *CONT* Pnl. C Bg. day night



EPISODE # 1025-172

1025/172

Dialog:

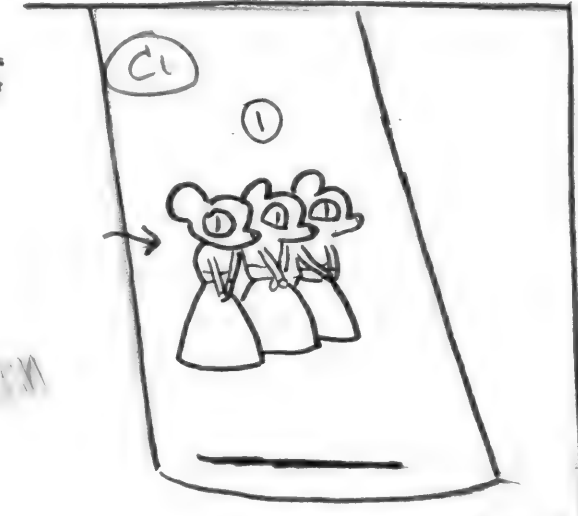
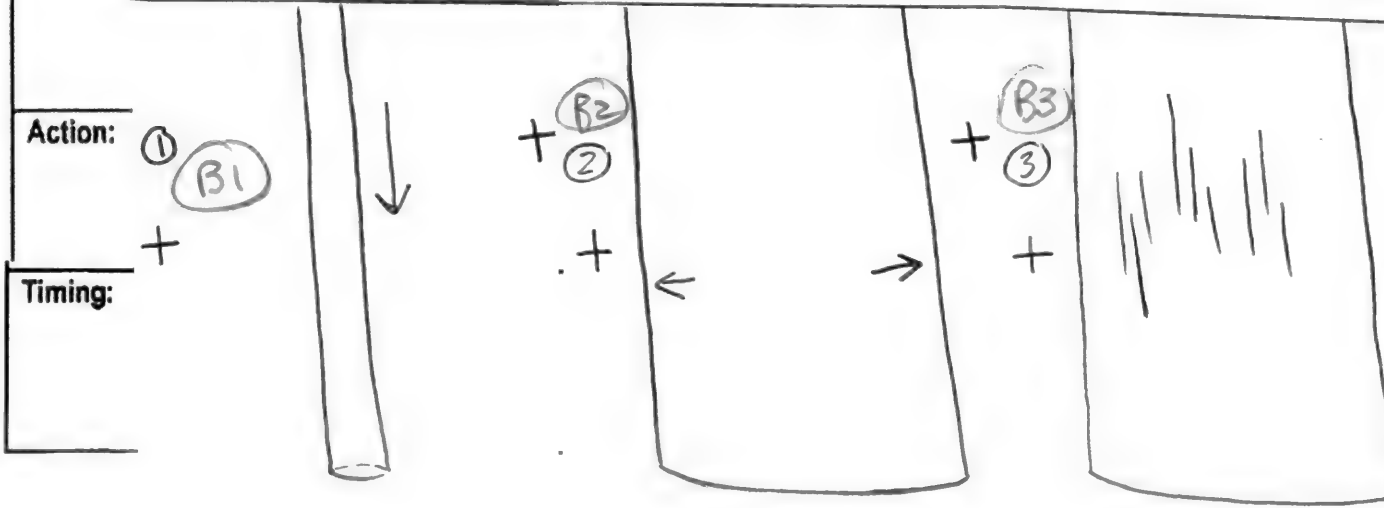
SFX: HMM

-CHAMBER ILLUMINATES TO REVEAL 3 DAUGHTERS FLOATING

MR: I OFFER YOU
THE HAND OF ONE
OF MY DAUGHTERS

-SPOTLIGHT
FOLLOWS
DAUGHTERS

FEB 1 1988



1025/172

1025/172

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ADVENTURE TIME



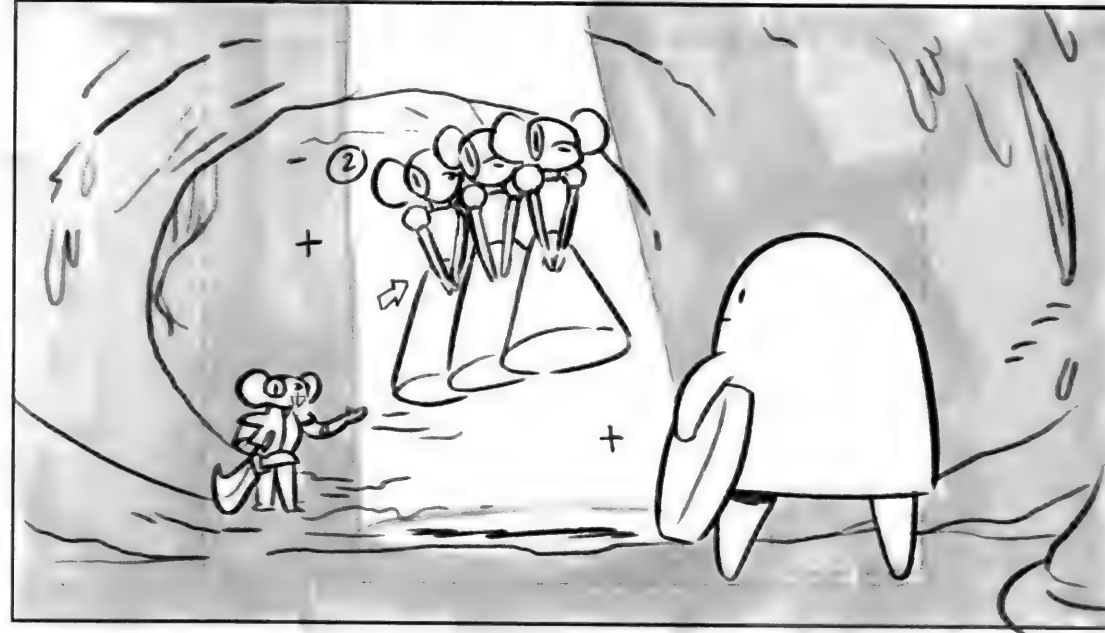
Page 184

Sc. 91

Pnl. A

Bg.

day night



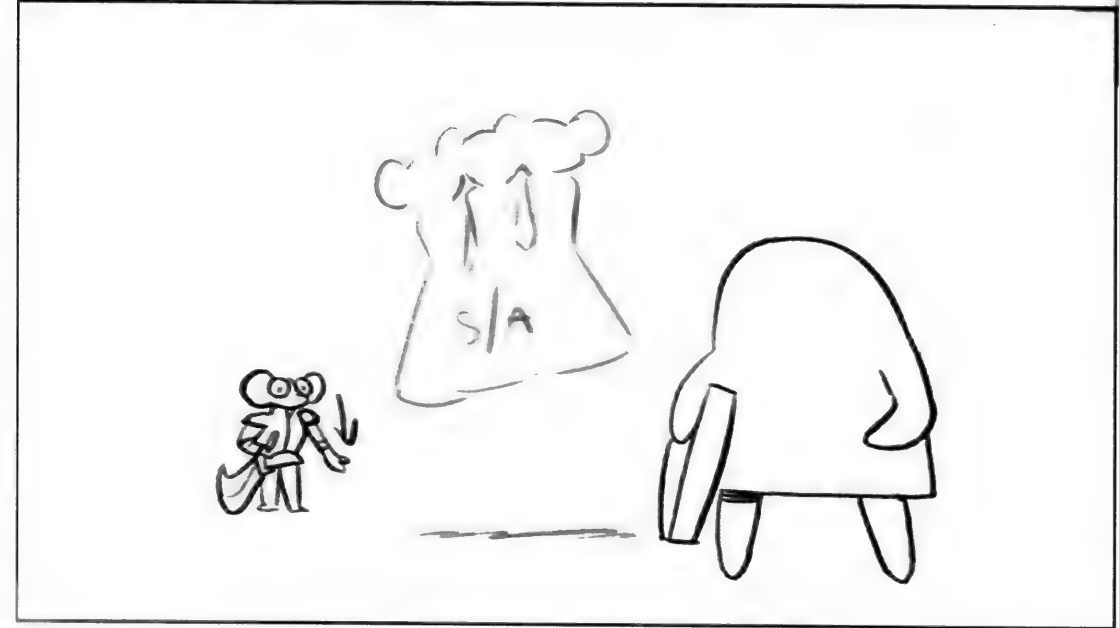
Sc. 91

CONT

Pnl. B

Bg.

day night



Dialog:

MK: YOU'LL BECOME
GOOD HUSBAND..

Action:

Timing:

AI
SP



MK ^(0/3) AND LIVE THE
REST OF YOUR
DAYS IN TRUE LOVE

FEB 10 2014

- KENT SCRATCHES
HIS BACK (CYCLE B-BI)

SA



EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

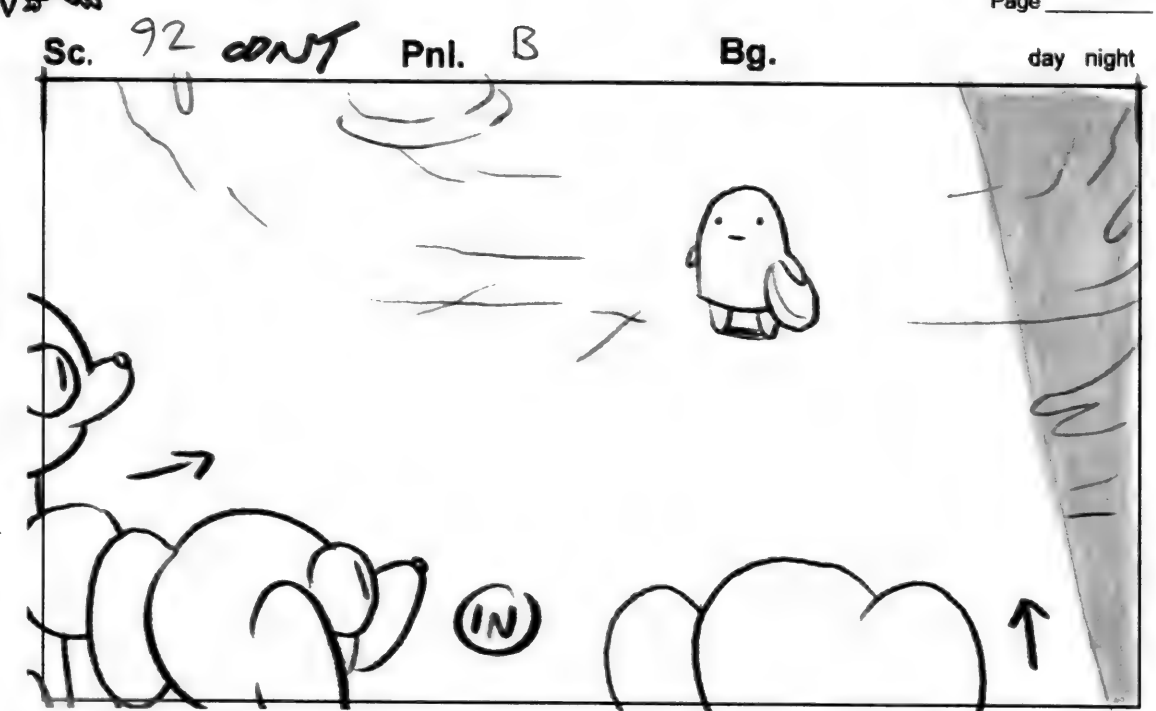
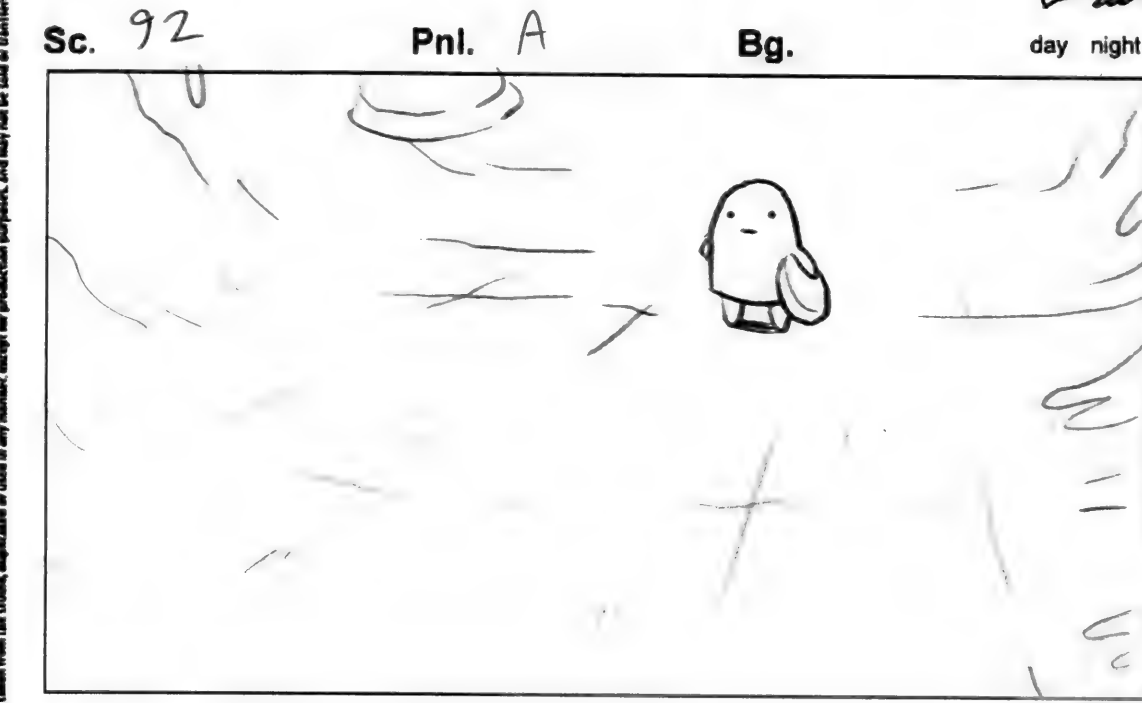
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ADVENTURE TIME



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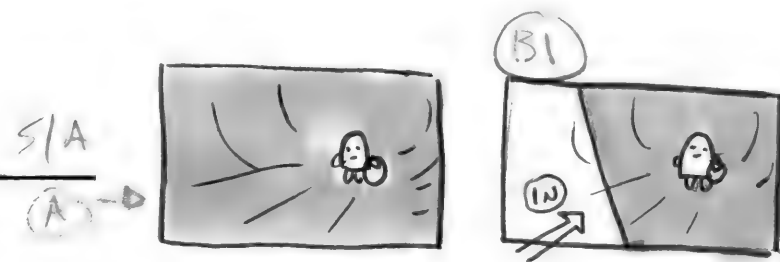
1025/172



Dialog:

Action:

Timing:



SPOTLIGHT ANIMATES IN WITH FLOATING MICE CHILDREN.

-MICE CHILDREN FLOAT ON/S

FEB 10 2011

Production :

EPISODE # 1025-172

1025/172

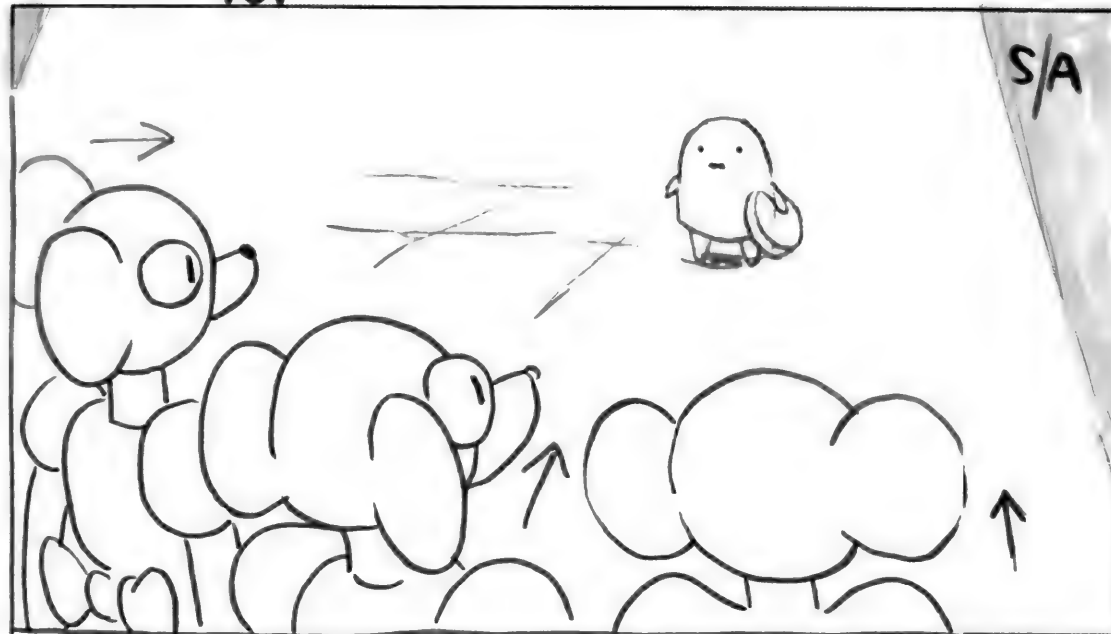
1025/172

ADVENTURE TIME

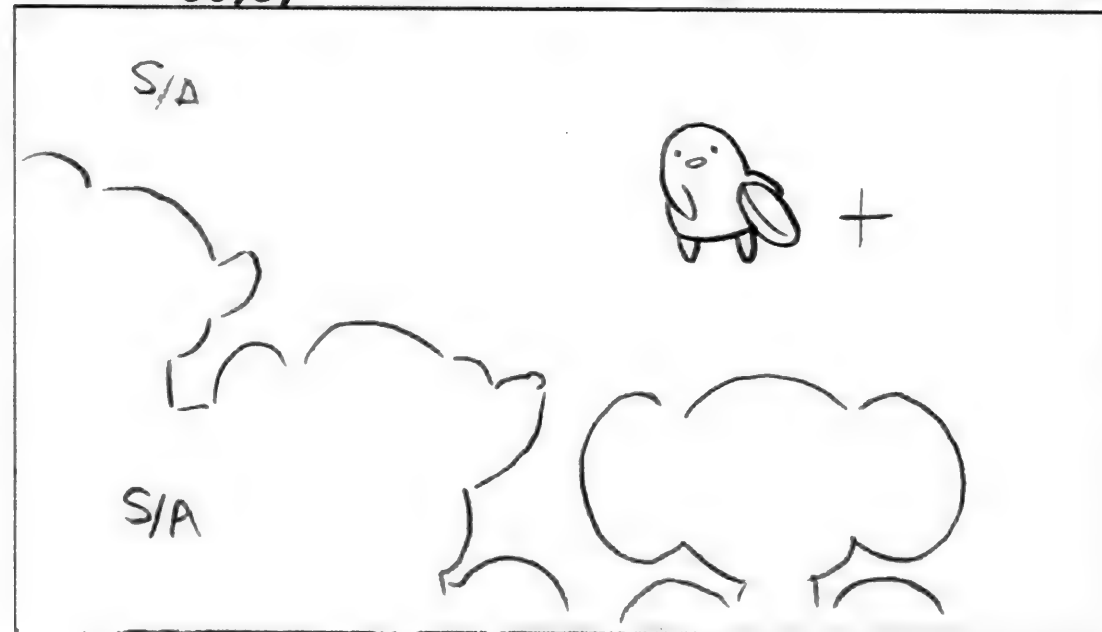


Page 186

Sc. 92 CONT Pnl. C Bg. day night



Sc. 92 CONT Pnl. D Bg. day night



Dialog:

K/ Naw, I don't care about being
a good husband or wife or whatever.

FEB 10 2014

Action:

- MOUSE DAUGHTERS
FLOAT FORWARD.

- K. WAVES DISMISSIVELY.
(CYCLE D-D1)

Timing:



EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

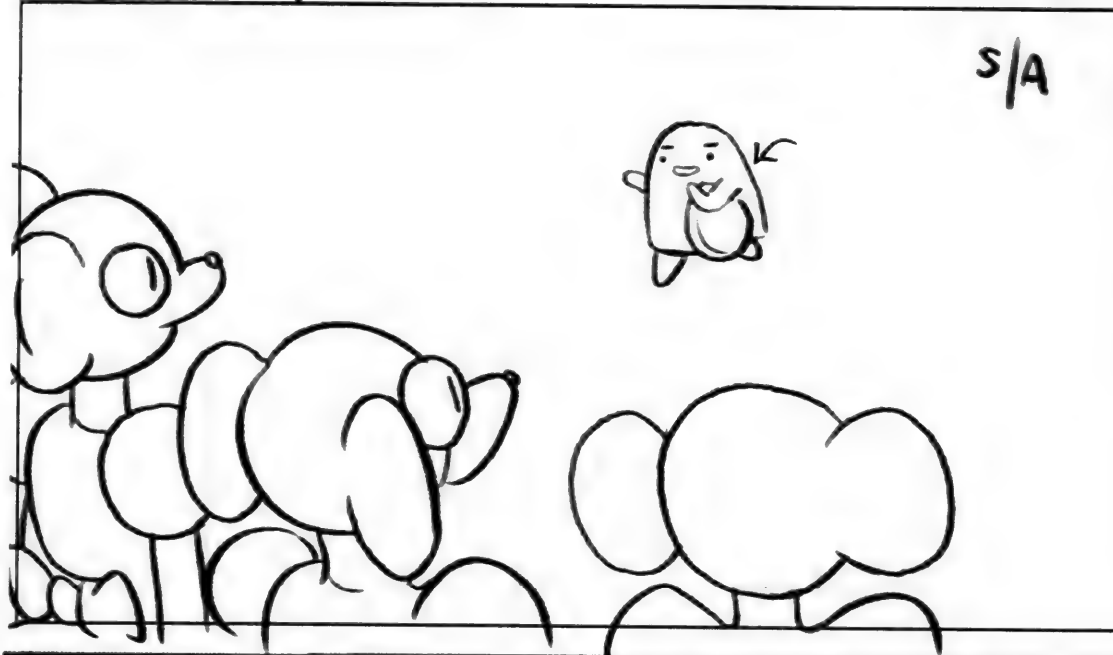


Page 187

Sc. 92 CONT Pnl. E

Bg.

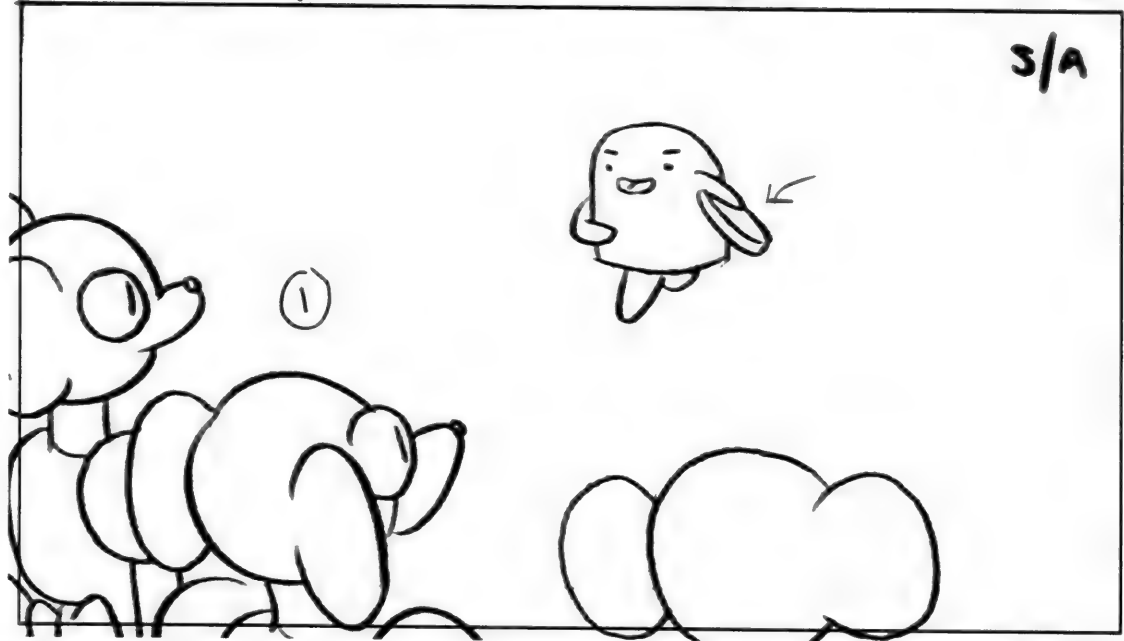
day night



Sc. 92 CONT Pnl. F

Bg.

day night



Dialog:

S: ALLS I CARE ABOUT --

S: IS FIGHTING --

Action:

- K. STRIDES FORWARD

Timing:



SPOTLIGHT ANIMATES OUT
WITH FLOATING MICE CHILDREN.



EPISODE # 1025-172

1025/172

Production :

1025/172

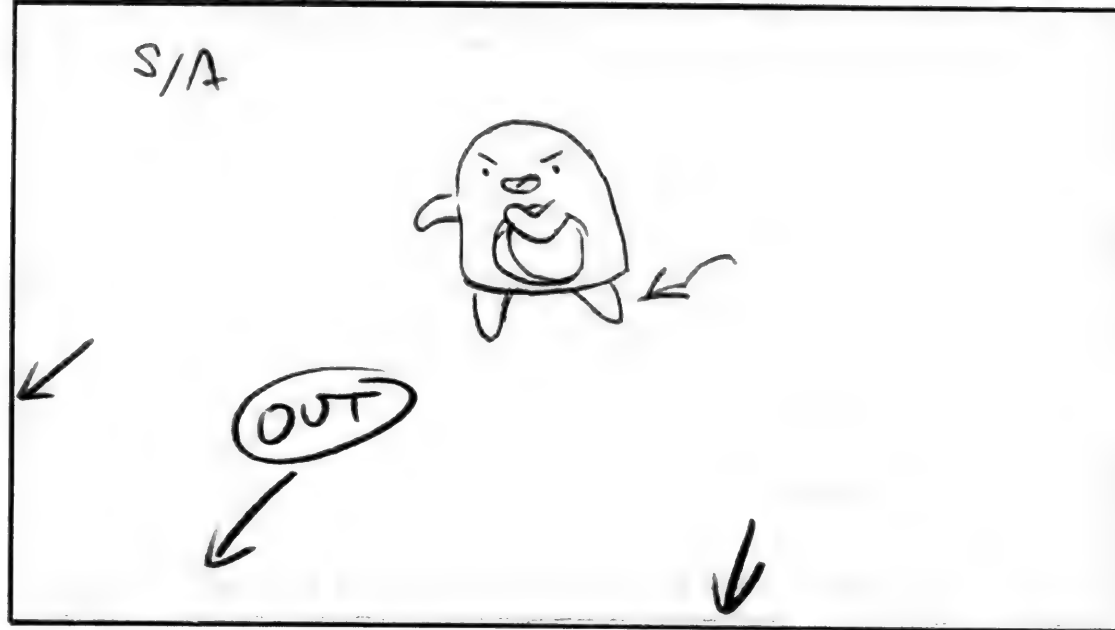
ADVENTURE TIME



cut

Page 188

Sc. 92 *CONF* Pnl. G Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:

S: BAD GUYS.

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page 189

Sc. 93 CONT Pnl. B

Bg.

day night

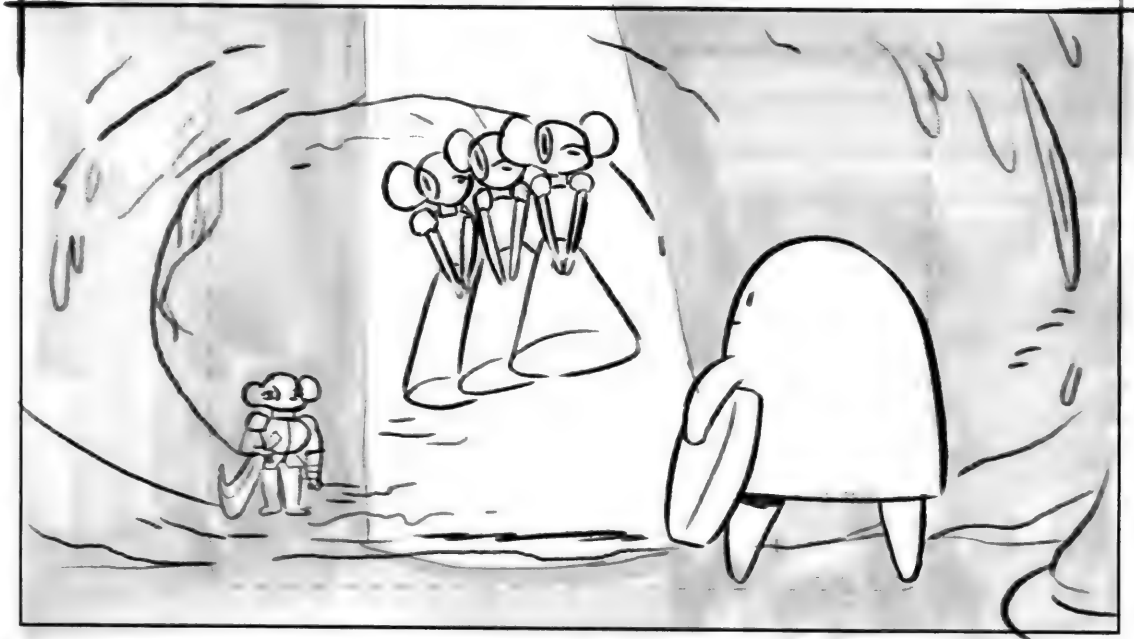


Sc. 94

Pnl. A

Bg.

day night



Dialog:

MK: DANG MAN,
THAT'S COLD.

Action:

- M. KNIGHT SQUINTS.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



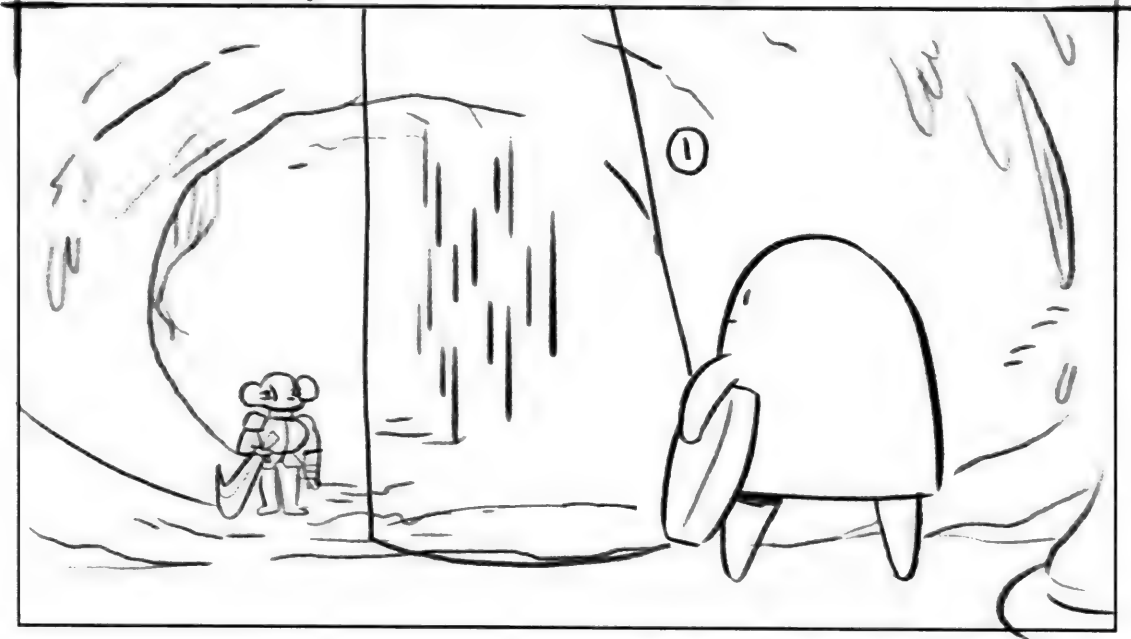
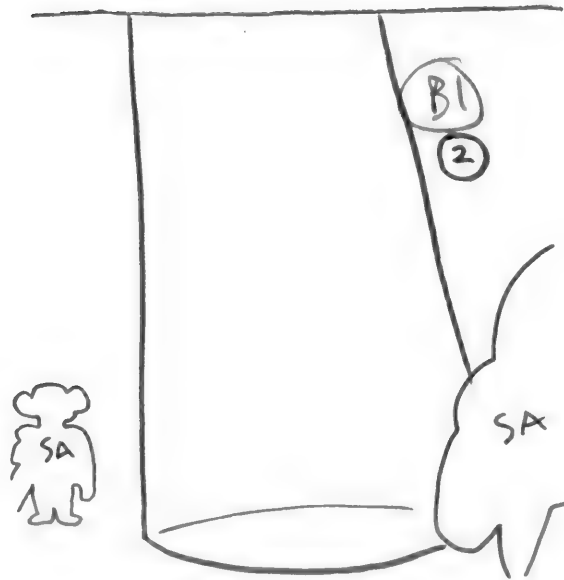
day night

Sc. 94 *CONT* Pnl.

B Bg.

Page 190

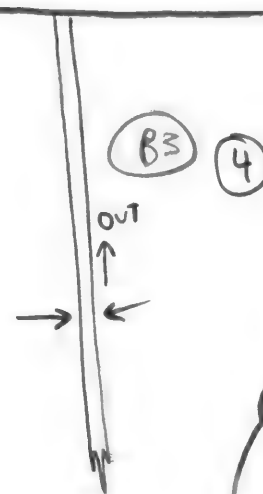
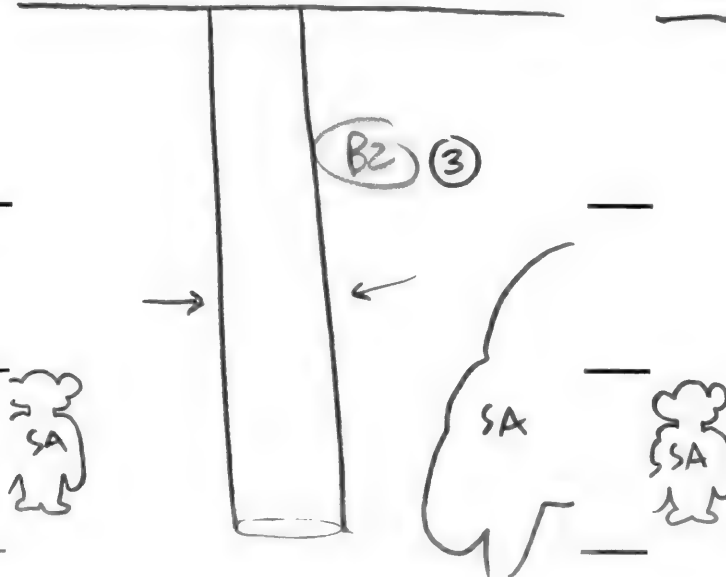
day night



Dialog:

Action:

Timing:



SFX: *VMMM*

M. KNIGHT'S
DAUGHTER'S VANISH

FEB 10 2014

EPISODE # 1025-172

Production :

ADVENTURE TIME



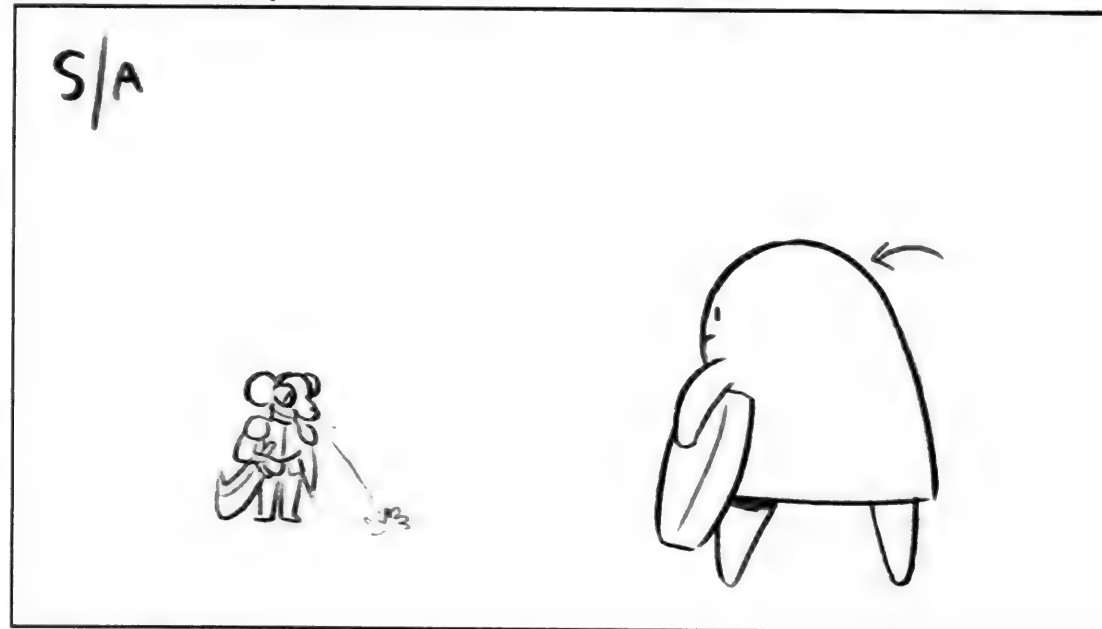
Page 191

Sc. 94 *CONT*

Pnl. C

Bg.

day night

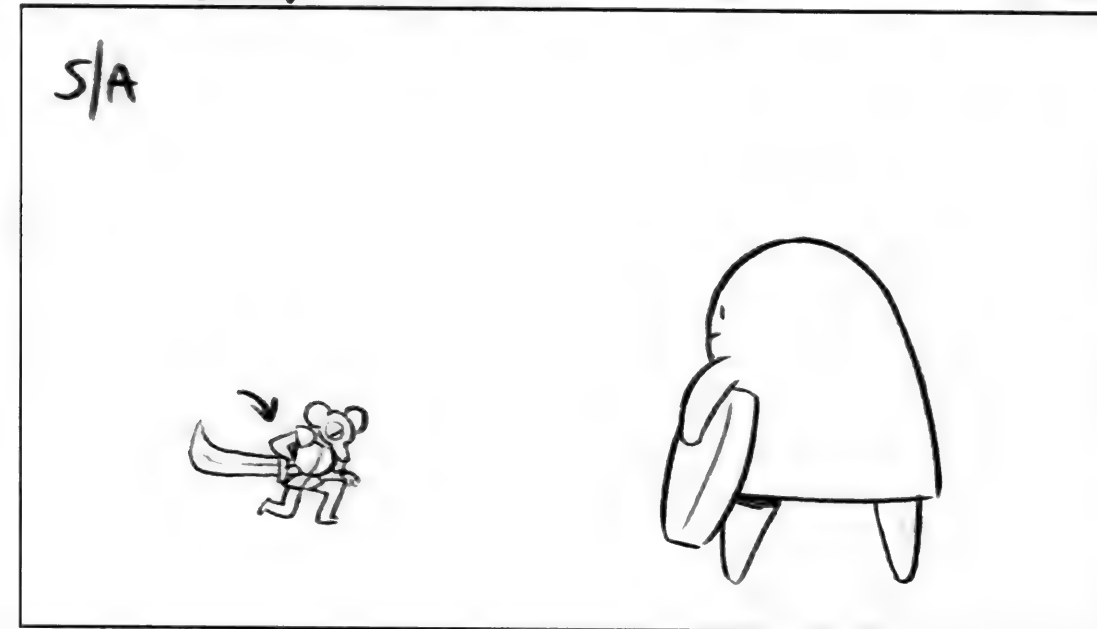


Sc. 94 *CONT*

Pnl. D

Bg.

day night



Dialog:

MK: * SPIT! *

Action:

- M. KNIGHT SPITS
INTO DIRT.

- M. KNIGHT KNEELS DOWN.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

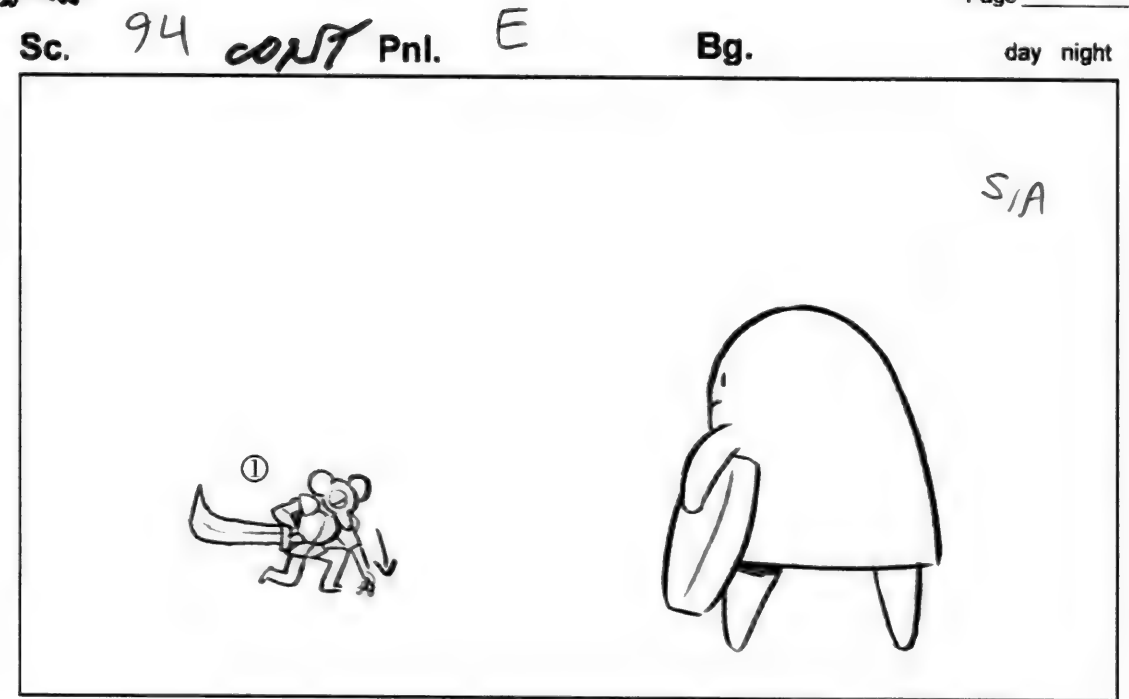
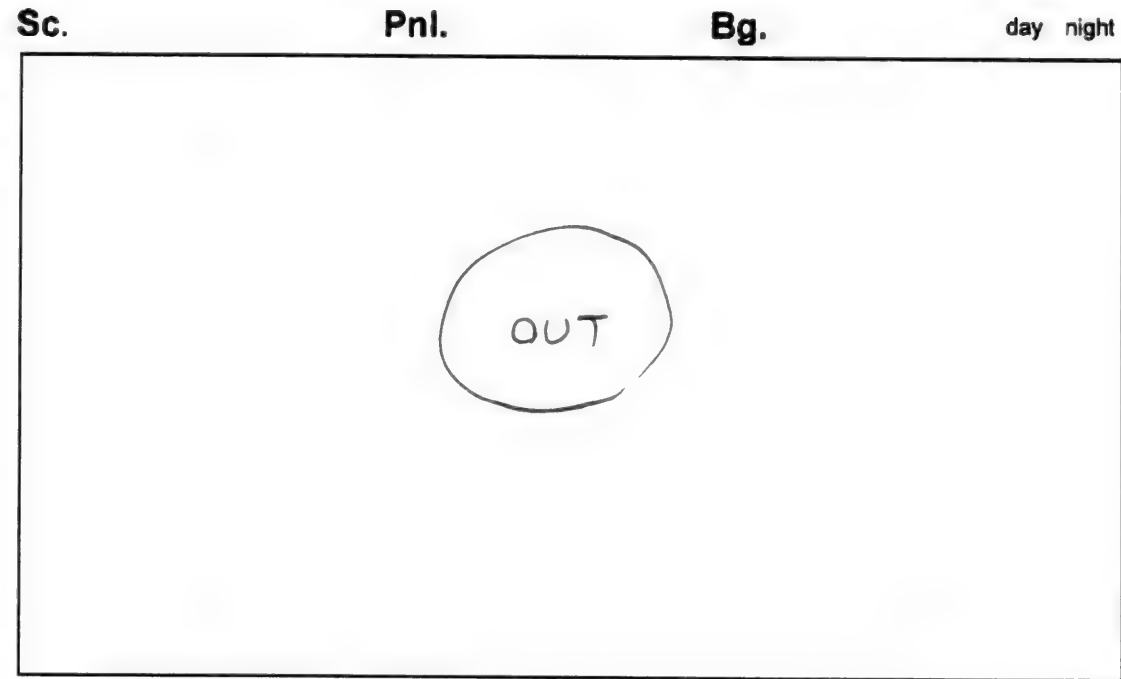
Production :

1025/172

ADVENTURE TIME



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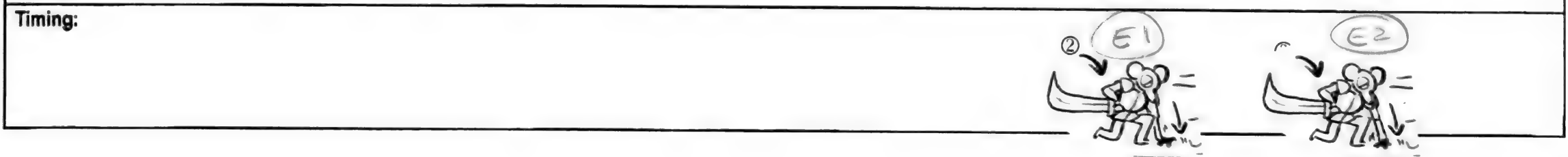
Dialog:

MK: HERE YOU
GO . . .

Action:

- MIKKNIGHT WORKS
DIRT INTO MUD.

FEB 10 2014



EPISODE # 1025-172

1025/172

Production :

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1025/172

ADVENTURE TIME



Page 193

Sc. 95

Pnl. A

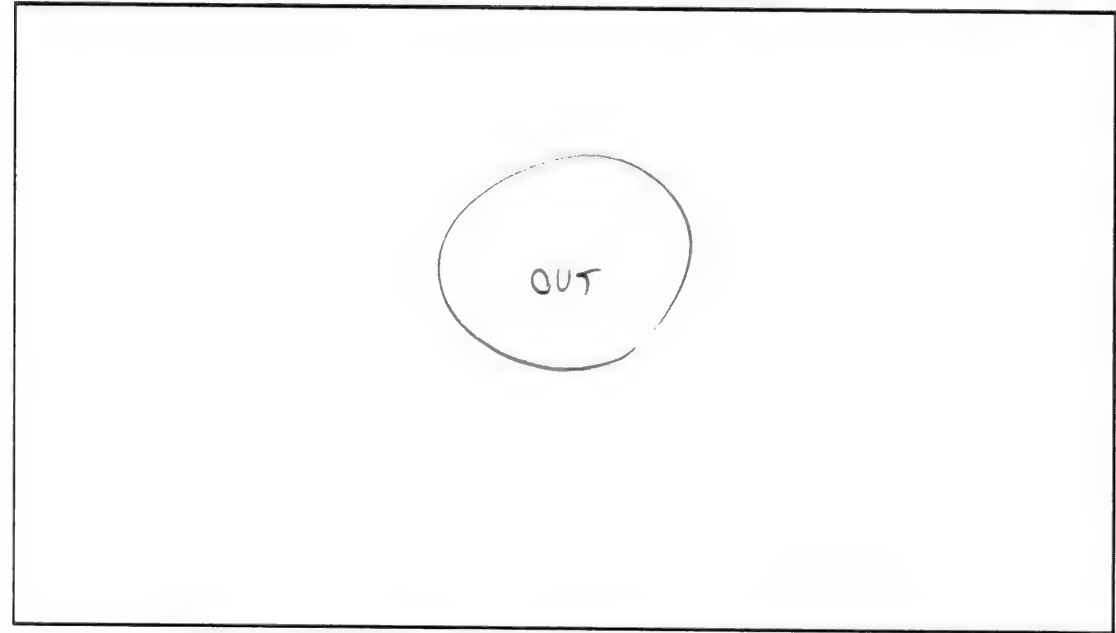
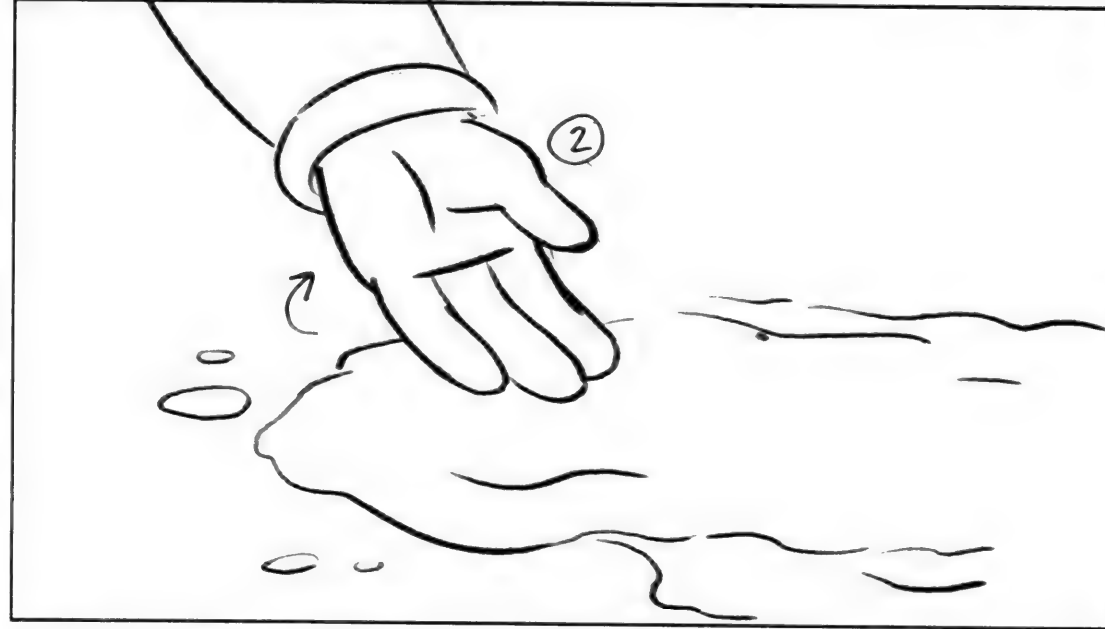
Bg.

day night

Pnl.

Bg.

day night

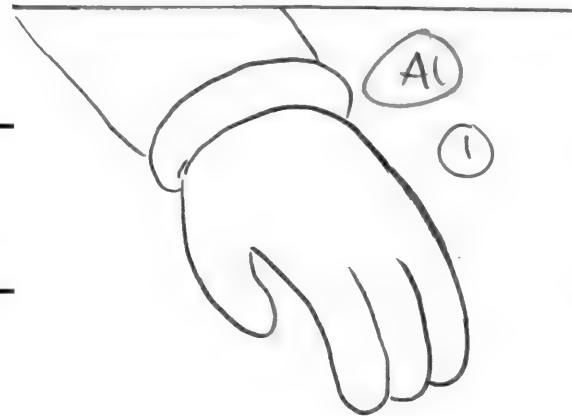


Dialog:

Action:

- M. KNIGHT FLIPS OVER HAND

Timing:



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EPISODE # **1025-172**

1025/172

Production :

1025/172

1025/172

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the cut

ADVENTURE TIME



Page 194

Sc. 95 CONT Pnl. B

Bg.

day night



Sc. 95 CONT Pnl. C

Bg.

day night



Dialog:

SFX: *SPLKK*

Action:

-M. KNIGHT SCOOPS
UP MUD

Timing:

S/A (C)



S/A (B)

(O/S)
MK: MYSTIC
EARTH ...

FEB 10 2014

PAN w/ ACTION

Wipe

Production :

EPISODE # 1025-172

1025/172

1025/172

Cut
w/ wipe
to
next

1025/172
c: Shell This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.
Text
w/ wine
to post

ADVENTURE TIME



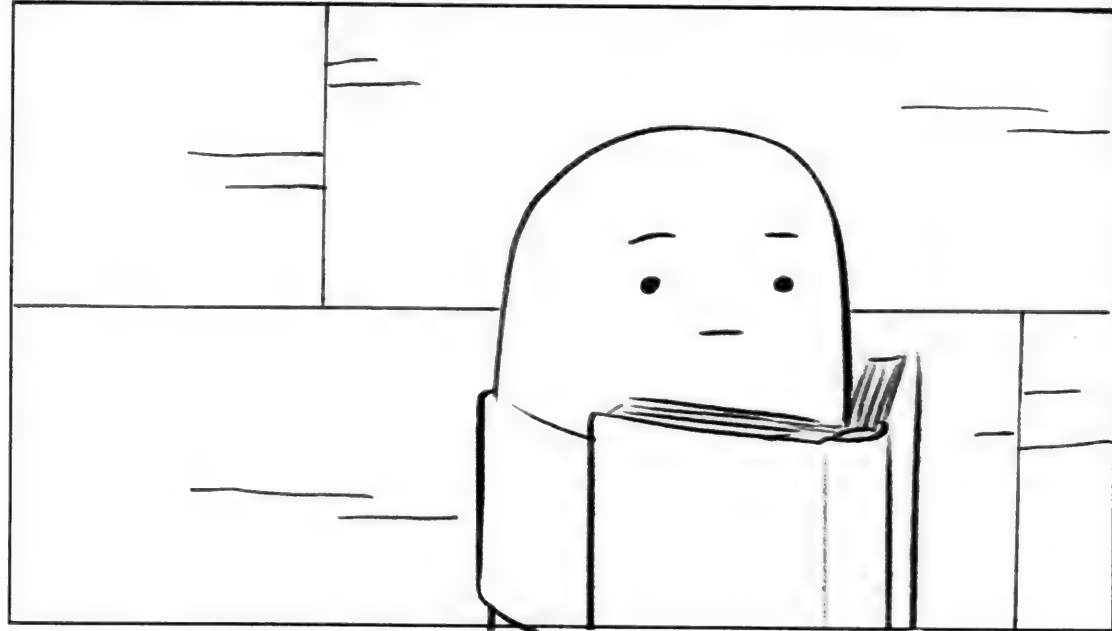
Page 195

Sc. 96

Pnl. A

Bg.

day night

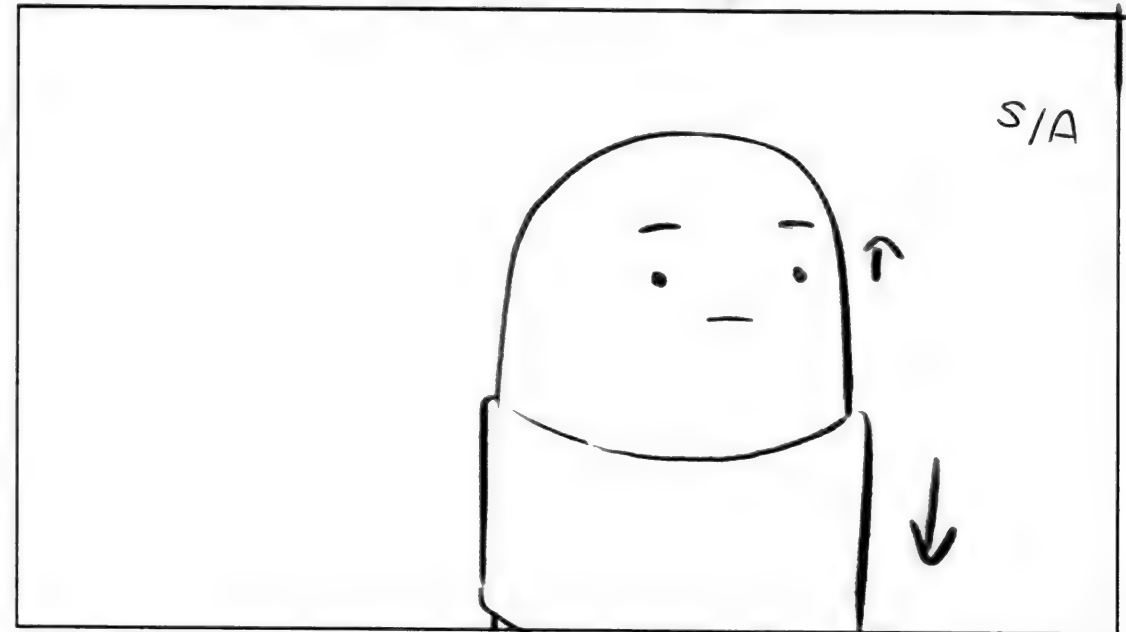


Sc. 96 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- INT. TREEHOUSE UPSTAIRS LIVING ROOM

- SHELBY LOOKS UP
- S. LOWERS BOOK

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

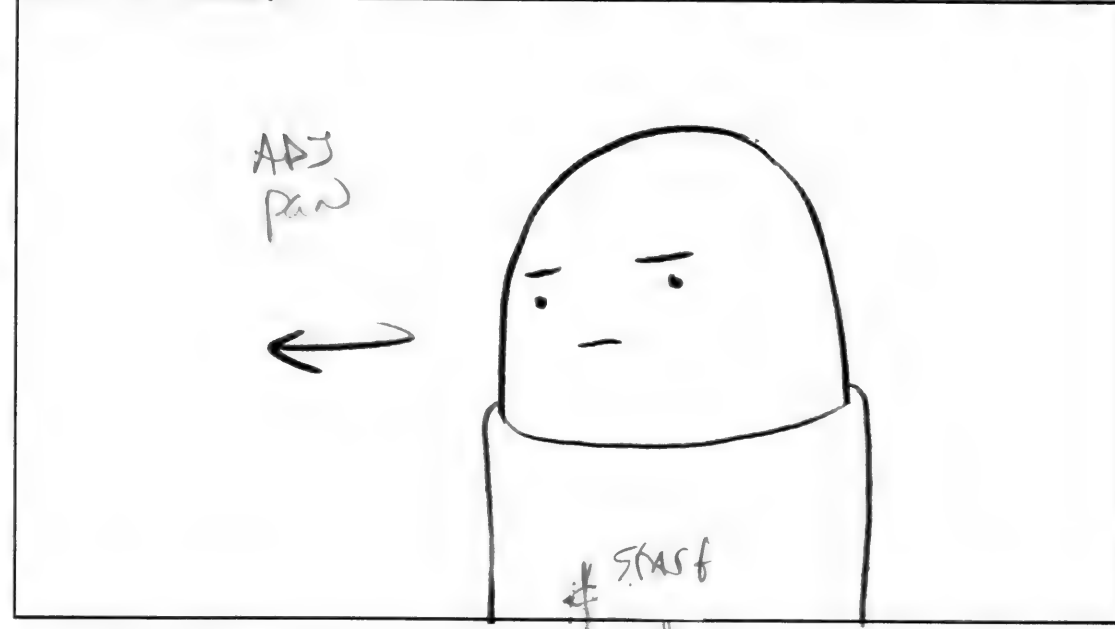
1025/172

ADVENTURE TIME

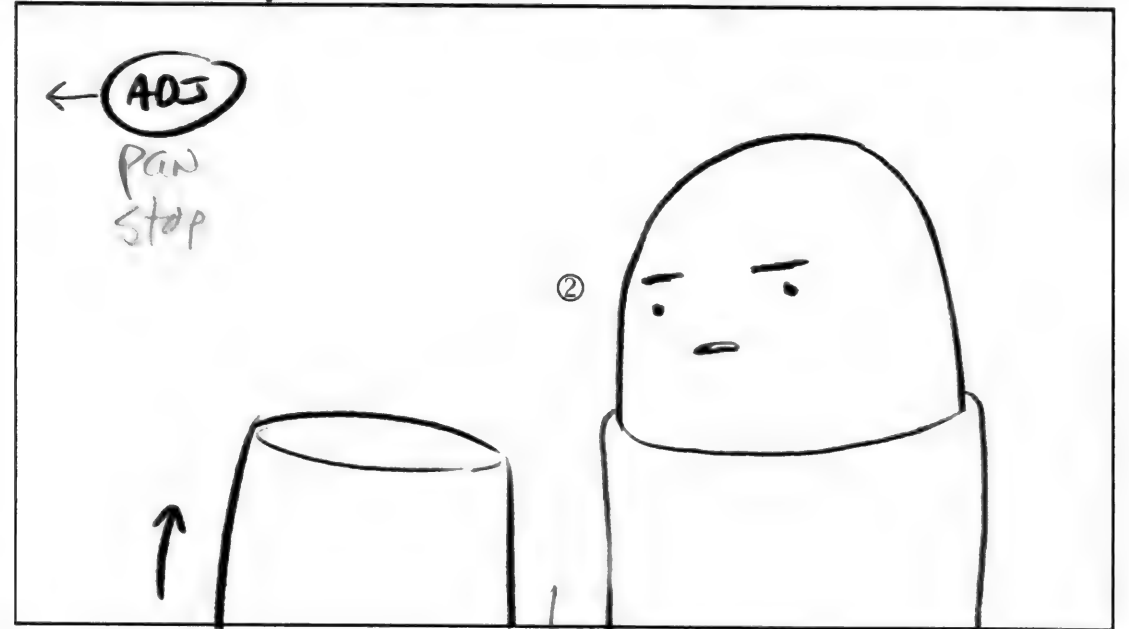


Page 196

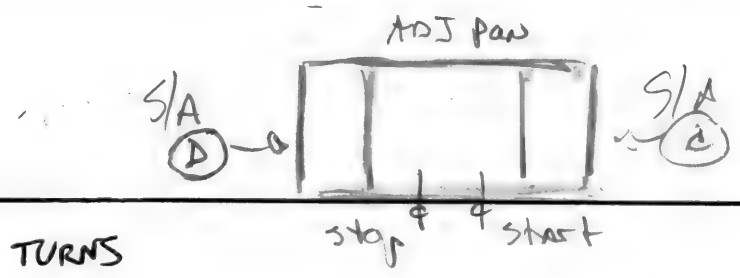
Sc. 96 CONT Pnl. C Bg. day night



Sc. 96 CONT Pnl. D Bg. day night



Dialog:



Action:

- S. TURNS

- S. raises tail stump

Timing:

S: [SIGH]



FEB 10 2014

1025/172

cut
w/ wire
@ post

EPISODE # 1025-172

1025/172

Production :

1025/172

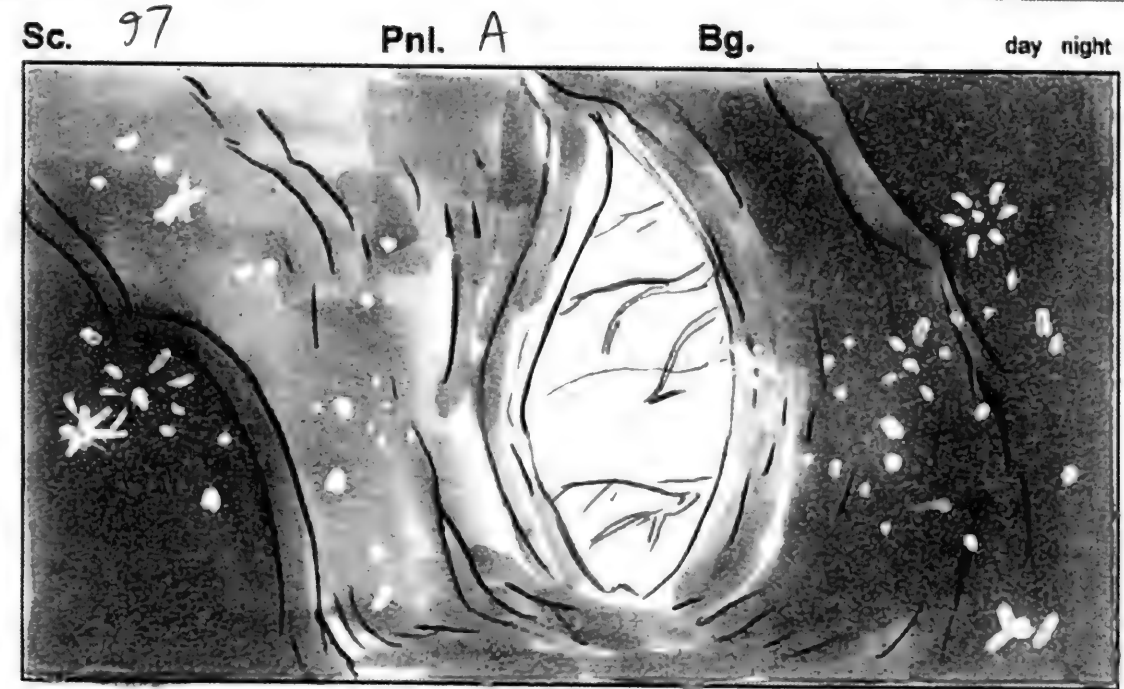
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ADVENTURE TIME



Page 197

Sc. **96 CONT** Pnl. Bg. day night



Dialog:	
Action:	- CHAMBER ILLUMINATED BY FIRE FLIES.
Timing:	Multiple Flies move around (NOT IN SYNC) some Flies Backlit stays on some Flies Backlit on/off at different rates

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



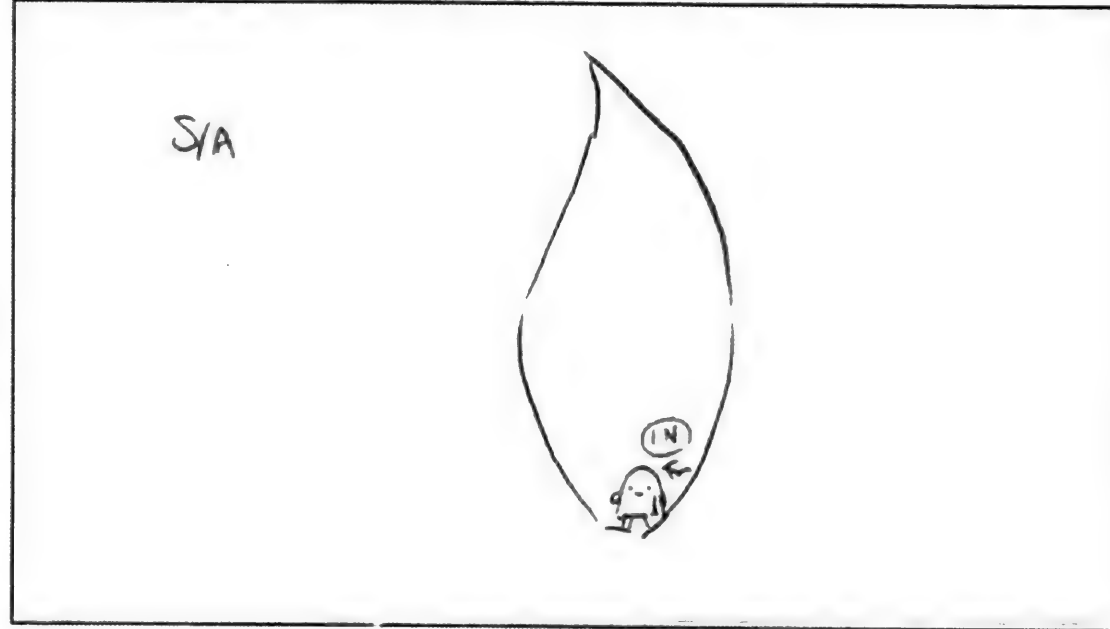
Page 198

Sc. 97 CONT

Pnl. B

Bg.

day night

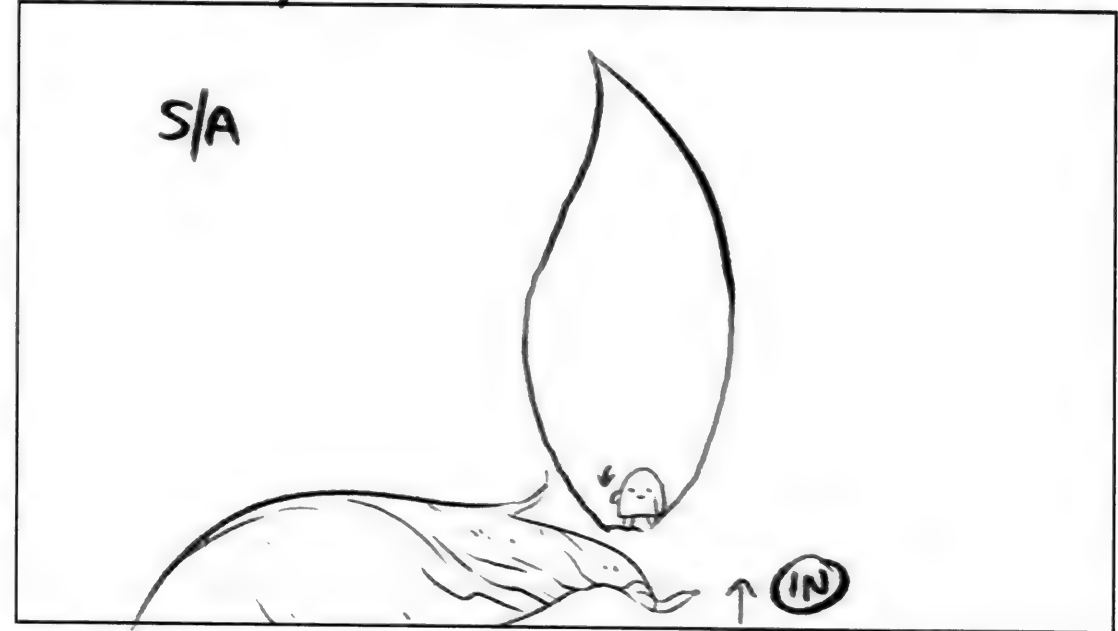


Sc. 97 CONT

Pnl. C

Bg.

day night



Dialog:

K: [HUMMING]
"LITTLE BROTHER" SONG

SFX: *ROOT RAISES*

Action:

- KENT WALKS ON/S.

KENT LOOKS DOWN AT ROOT

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



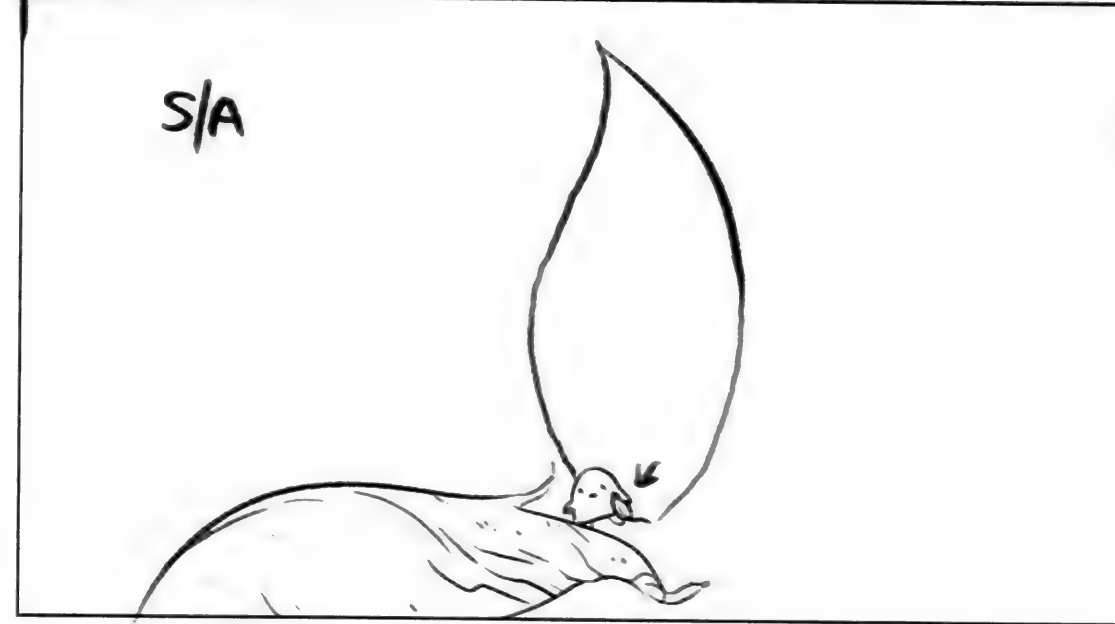
Page 199

Sc. 97 CONT

Pnl. D

Bg.

day night

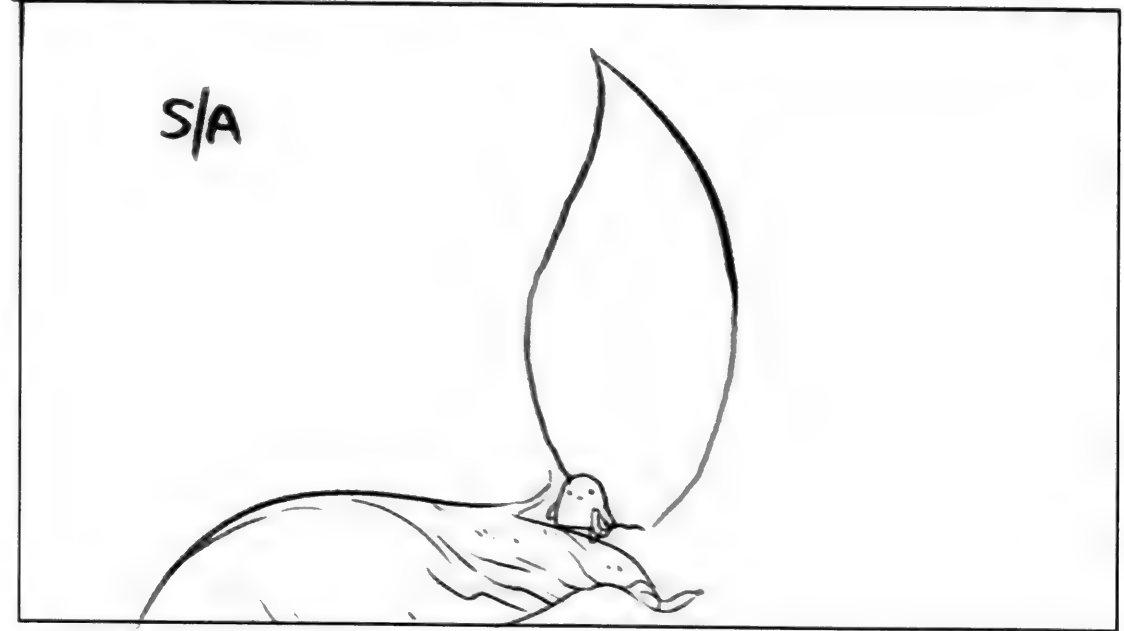


Sc. 97 CONT

Pnl. E

Bg.

day night



Dialog:

(on Root)

Action:

- K. STEPS ONTO ROOT.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

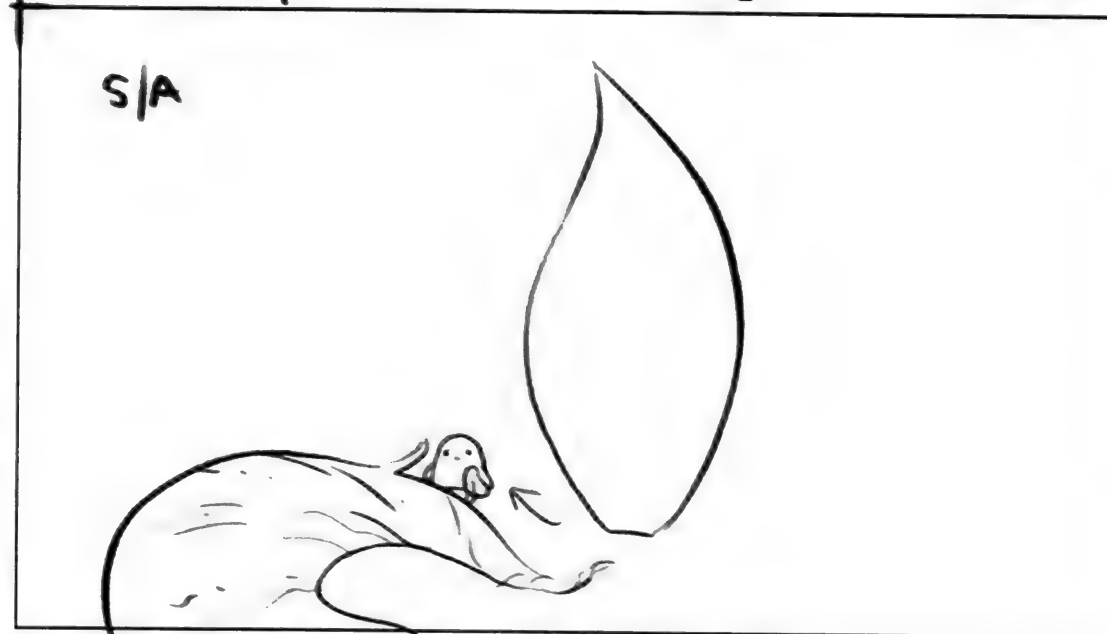
1025/172

ADVENTURE TIME

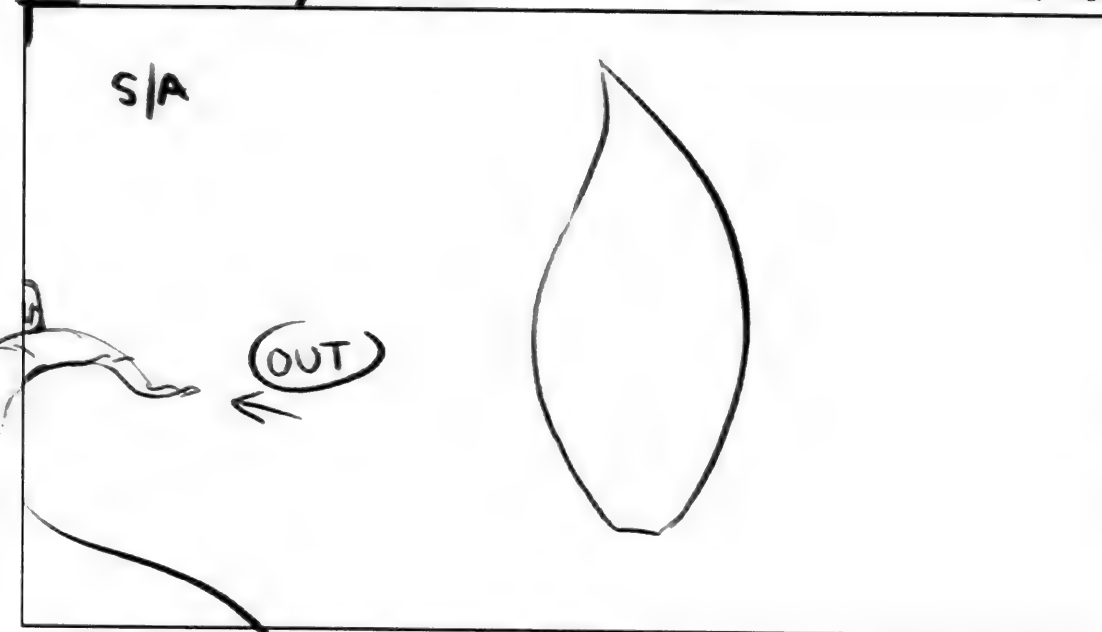


Page 200

Sc. 97 *CONT* Pnl. F Bg. day night



Sc. 97 *CONT* Pnl. G Bg. day night



Dialog:

Action: - ROOT CURLS UP & LIFTS HEAD OS - ROOT RAISES OFF/IS

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

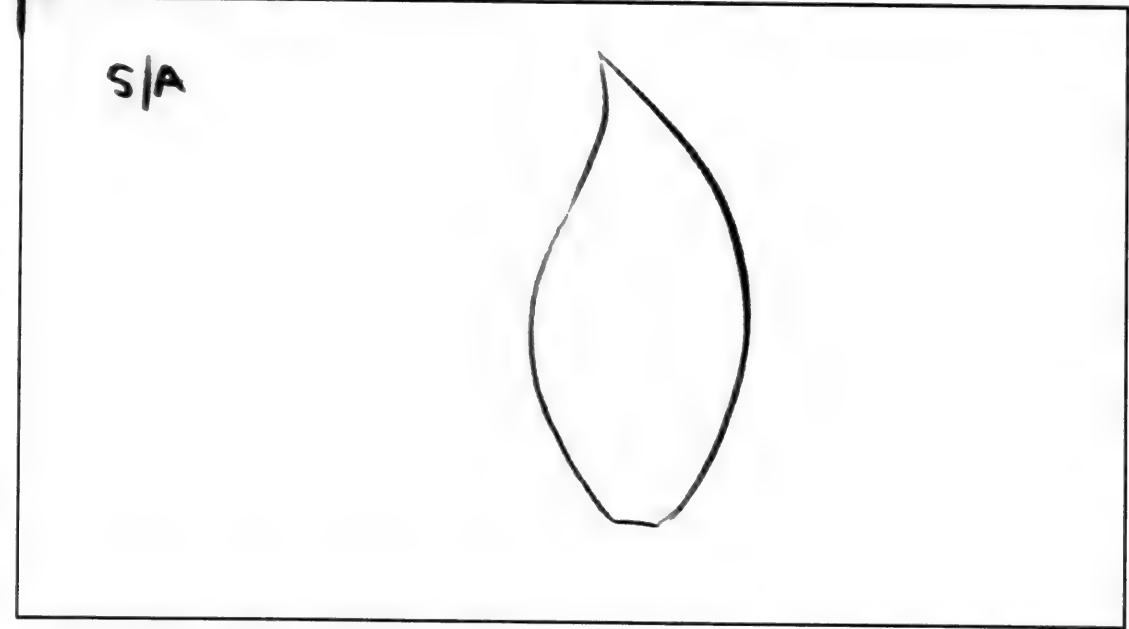
ADVENTURE TIME



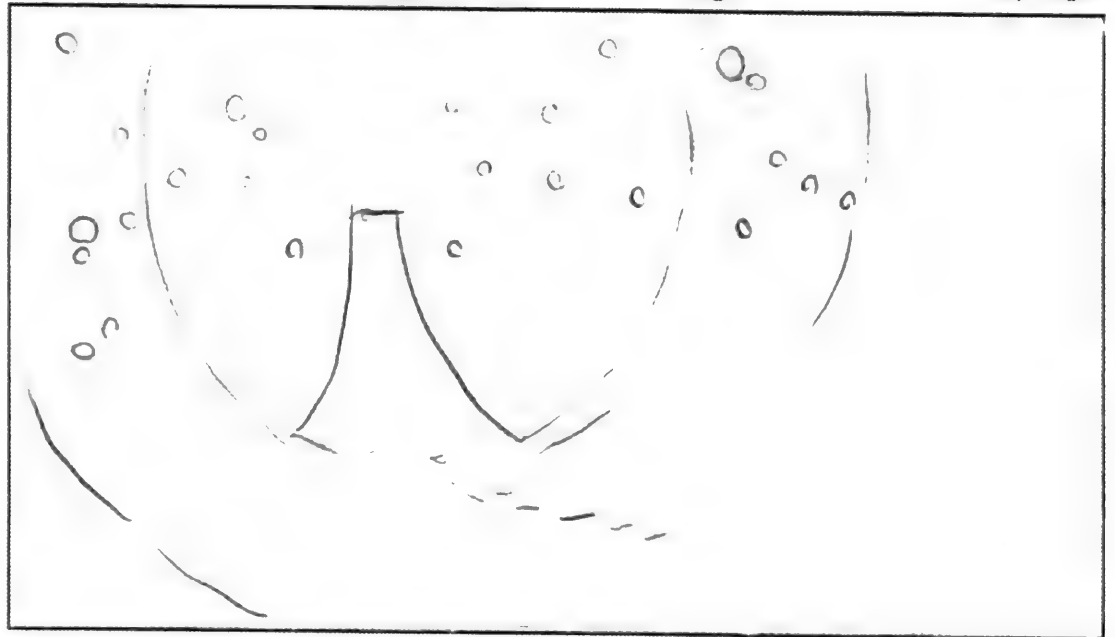
Cut

Page 201

Sc. *97 CONT* Pnl. *H* Bg. day night



Sc. *98* Pnl. *A* Bg. day night



Dialog:

Action: -FIREFLIES FLOAT IN LAZY CIRCLES.

Timing:

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EPISODE # 1025-172

Production :

1025/172

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ADVENTURE TIME

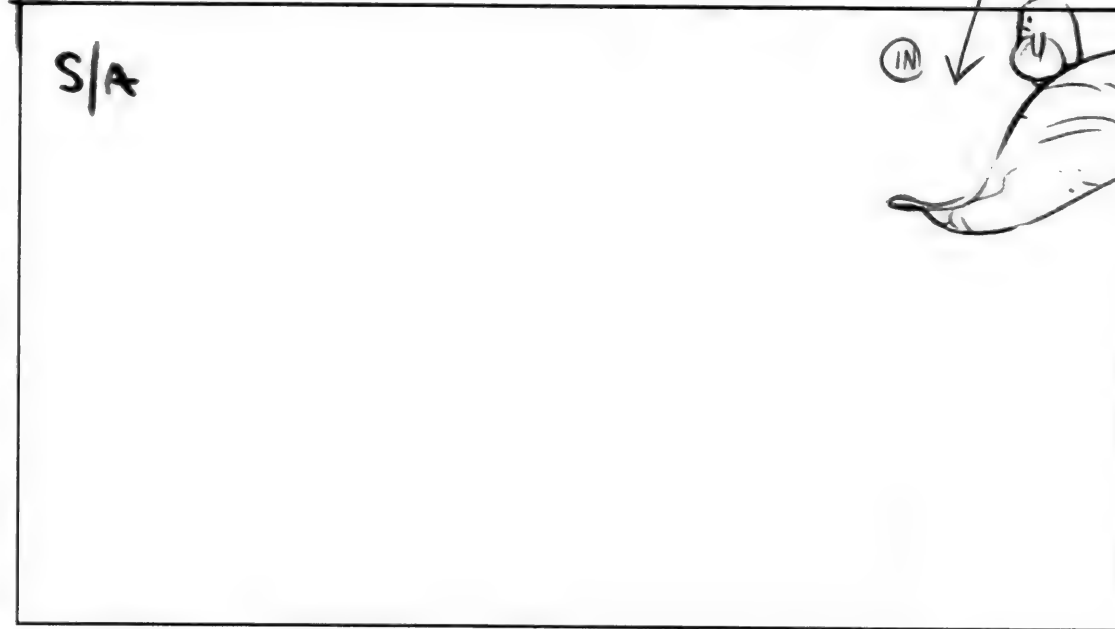


Page 202

Sc. 98 *CONT* Pnl. B

Bg.

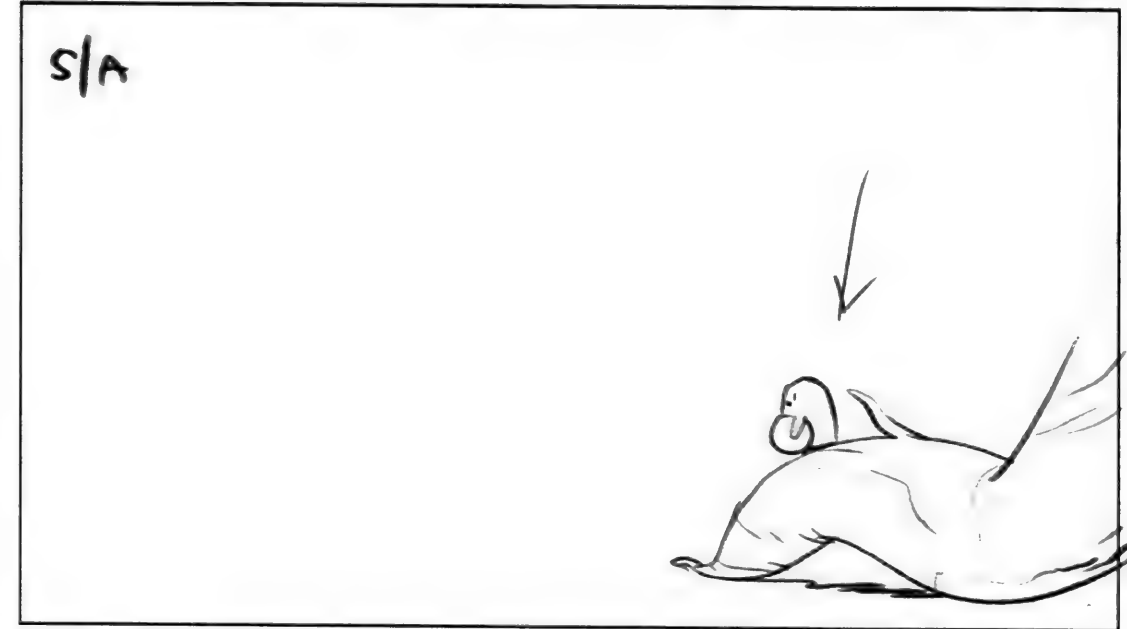
day night



Sc. 98 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

- ROOT LOWERS ON/KS.

- ROOT LOWERS TO CAVERN FLOOR.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



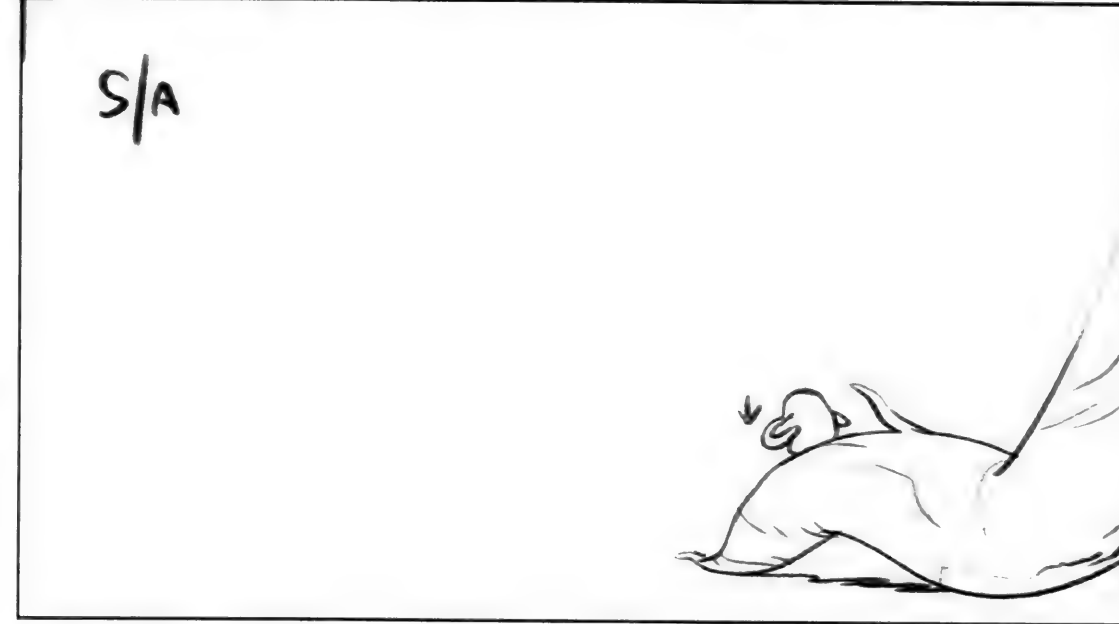
Page 203

Sc. 98 *CONT*

Pnl. D

Bg.

day night



Sc. 98 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action:

- K HOPS OFF ROOT

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :


1025/172

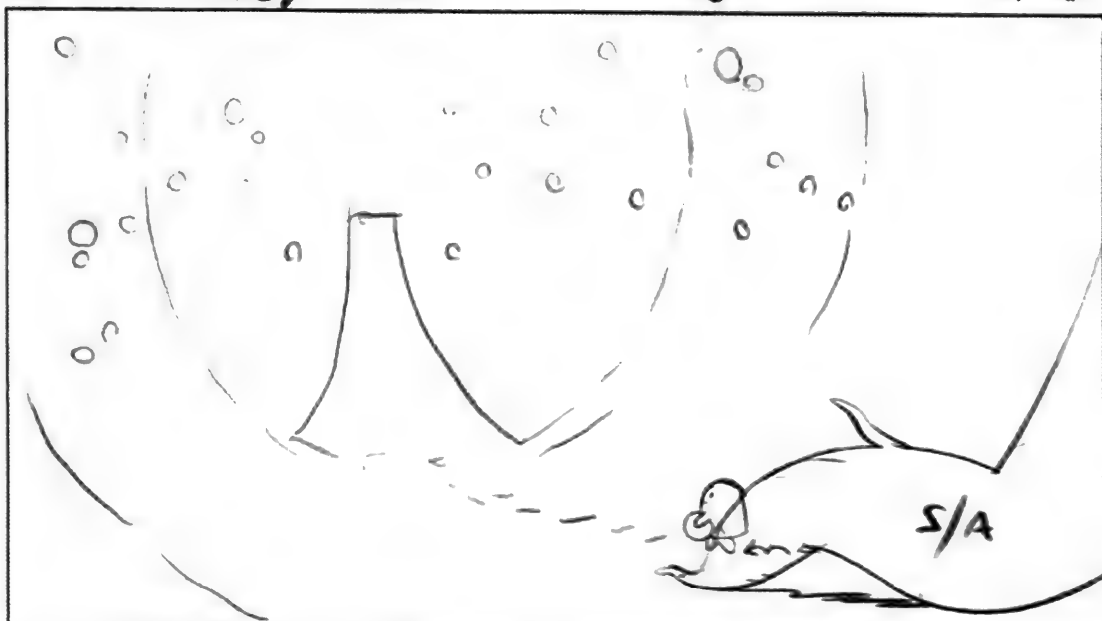
1025/172

ADVENTURE TIME



Page 204

Sc.	Pnl.	Bg.	day	night
				

Sc.	Pnl.	Bg.	day	night
98	cont	F		
				

Dialog:
Action:
Timing:

- K. WALKS FORWARD

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

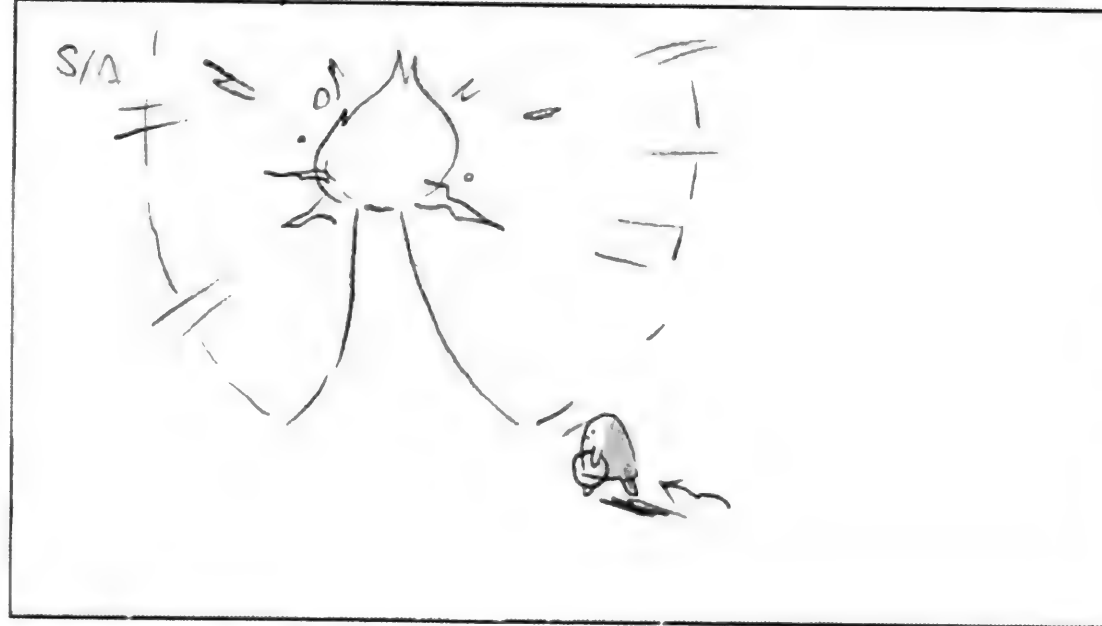
ADVENTURE TIME



Sc. 98 *CONT* Pnl. G

Bg.

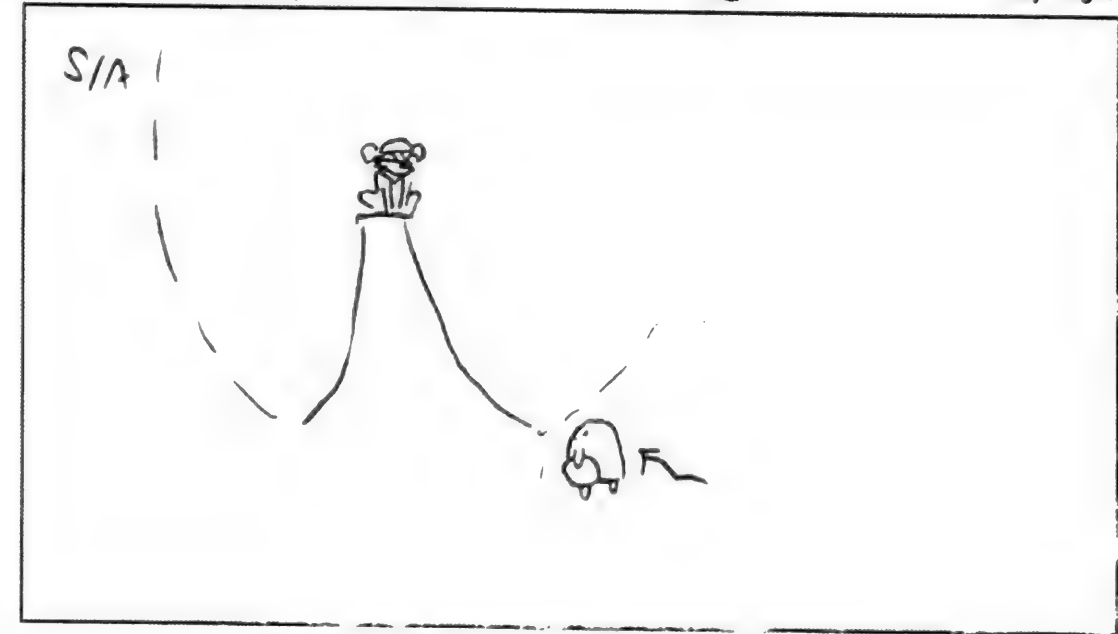
day night



Sc. 98 *CONT* Pnl. H

Bg.

day night



Dialog:

SFX: * BWOOSH, *

MT: GREETINGS,...

Action:

- BURST of FLAME ATOP PILLAR

- MOUSE THIEF APPEARS ON ROCK.

FEB 10 2014

Timing:

FLAME ROLLS UP
WT DISAPPEARS

(61)



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1025/172

Production :

1025, 172

*the
cut*

ADVENTURE TIME



Page 206

Sc. 99

Pnl. A

Bg.

day night



Sc. 100

Pnl. A

Bg.

day night



Dialog:

K: ^(A1) DUDE YOU ^(A2) KNOW WHY I'M HERE. ^(A)

MT: YES. AND I GOT WHAT YOU WANT.

Action:

Timing:



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EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

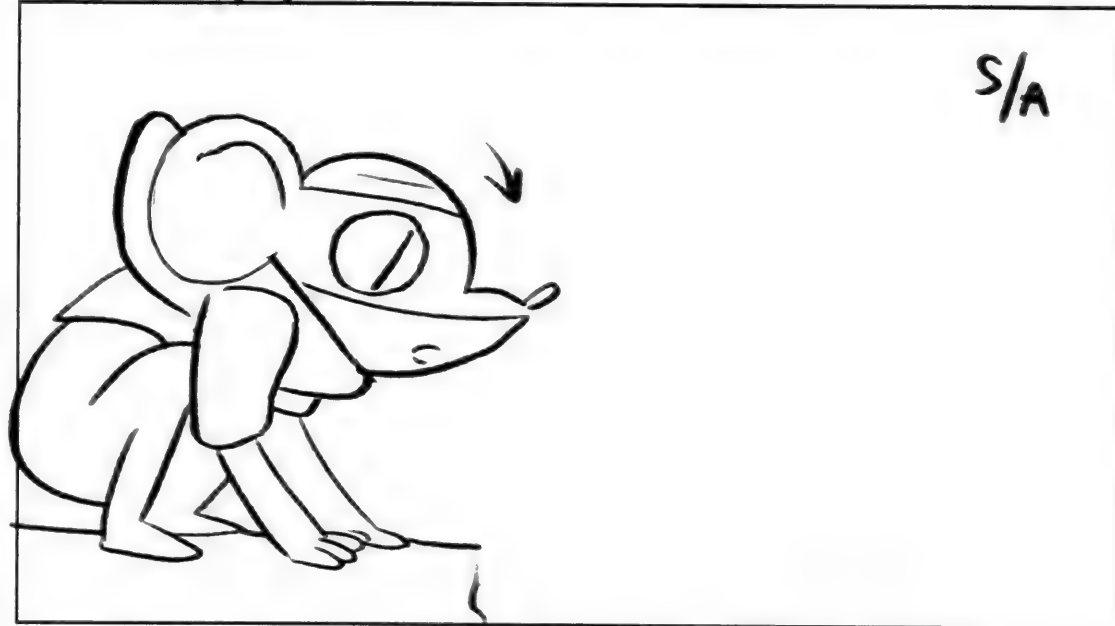
ADVENTURE TIME



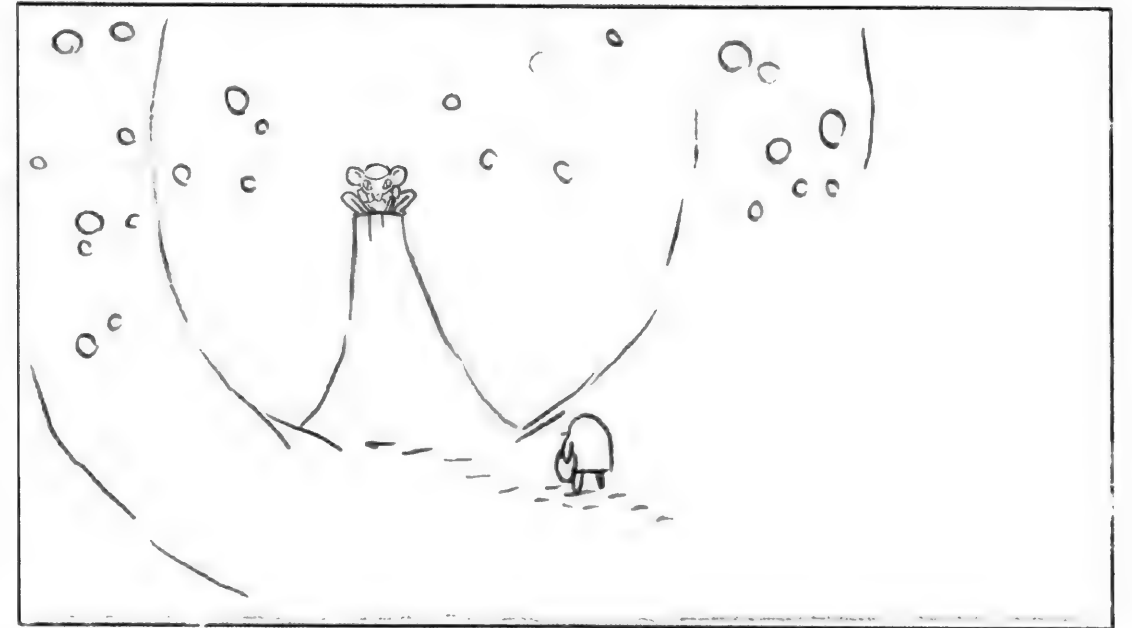
HO
15

Page 207

Sc. 100 *CONT* Pnl. B Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:

MT: BUT CONSIDER
THIS INSTEAD....

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025, 172

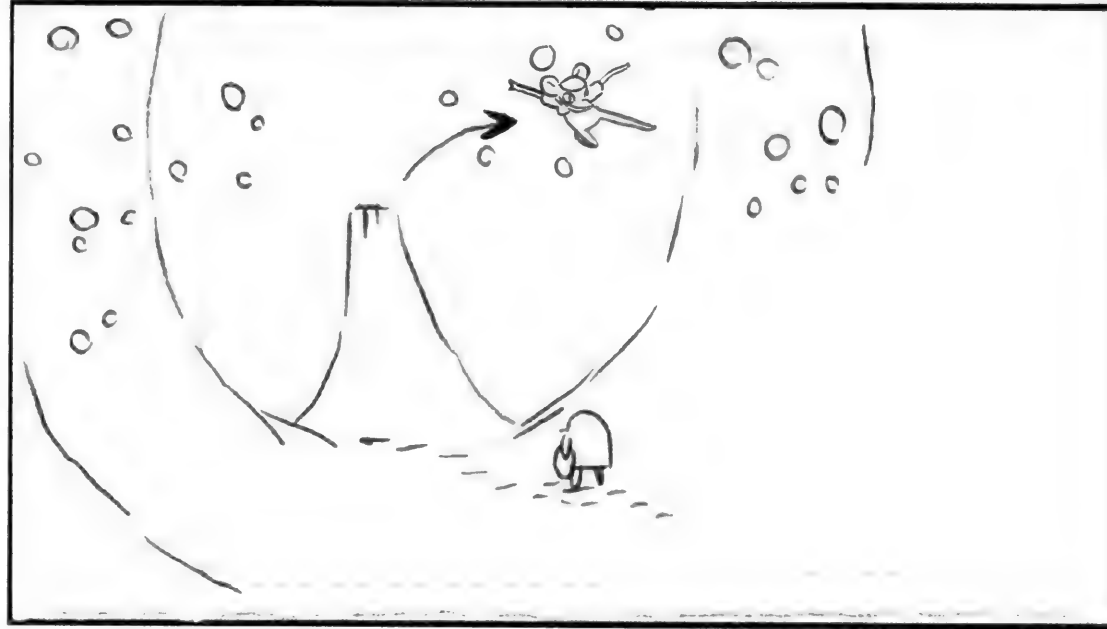
1025/172

ADVENTURE TIME

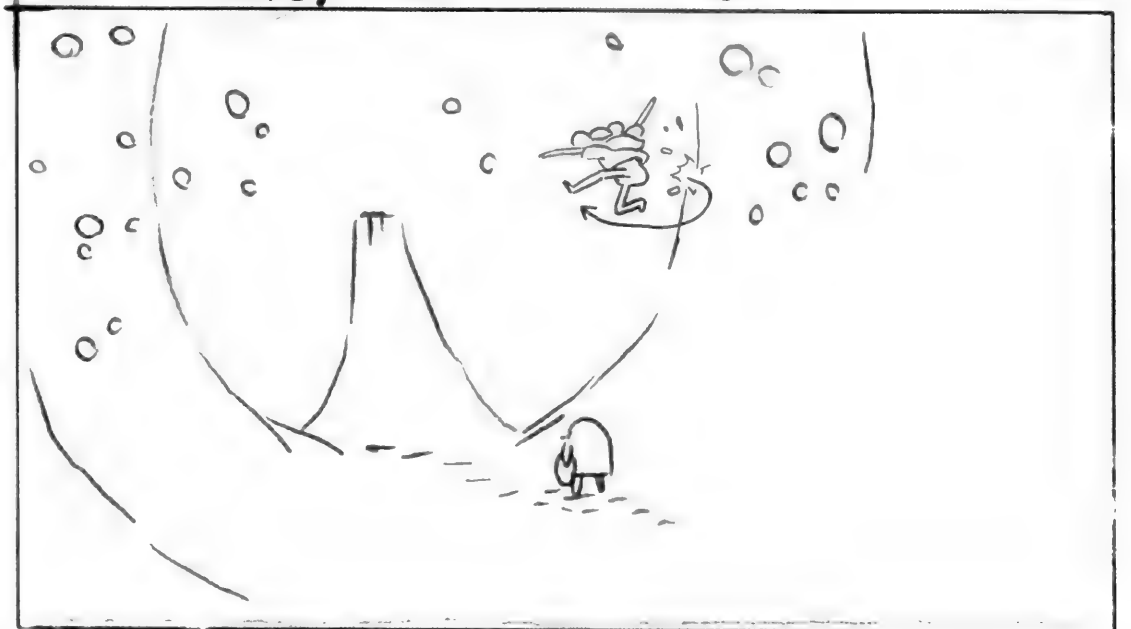


Page 208

Sc. 101 CONT Pnl. B Bg. day night



Sc. 101 CONT Pnl. C Bg. day night



Dialog:

MT: HYUH..

SFX: CHFF

Action:

- M. THIEF LEAPS
TOWARDS ROOT WALL.

- M. THIEF KICKS WALL.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

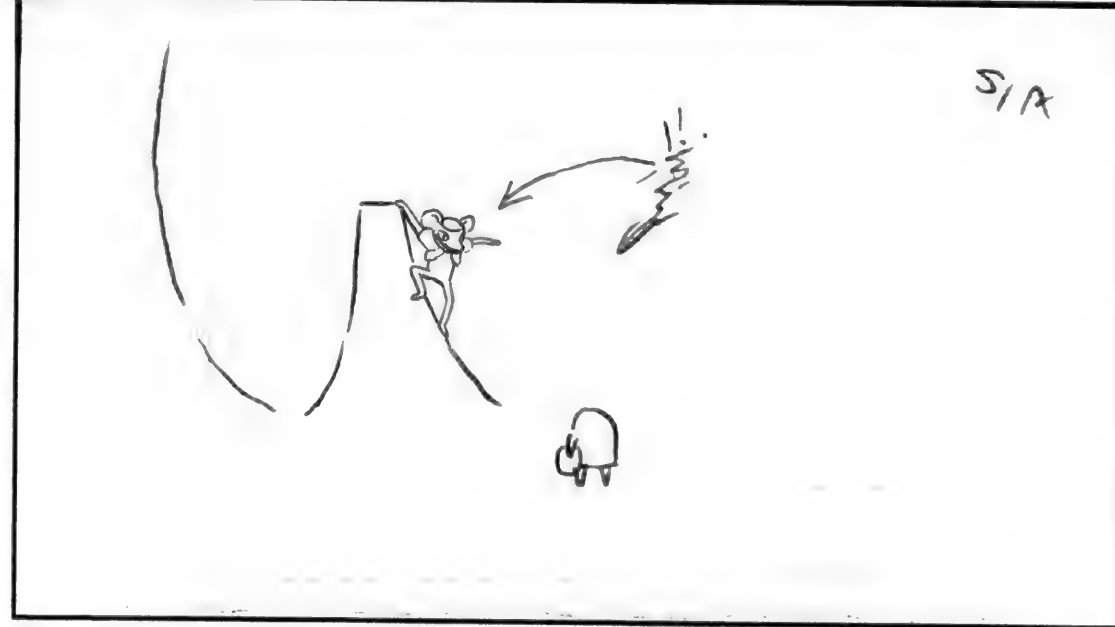


Page 209

Sc. 101 *cont* Pnl. D

Bg.

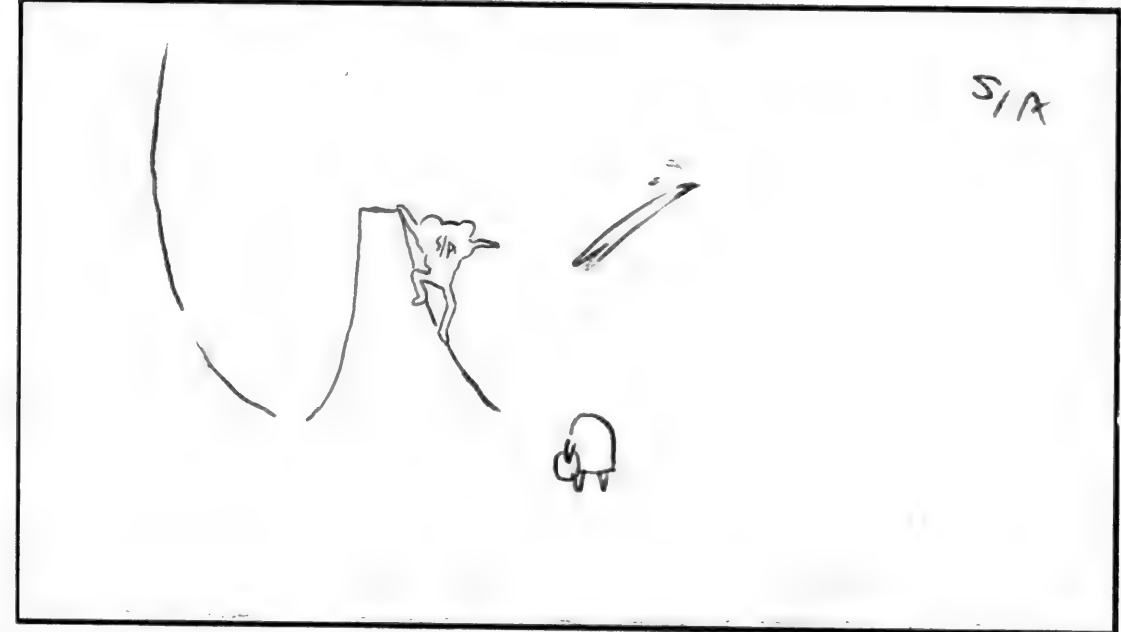
day night



Sc. 101 *cont* Pnl. E

Bg.

day night



Dialog:

SFX: WASH!

Action:

- M. THIEF LANDS BACK ON PILLAR.
- SAP SPRINGS OUT OF POINT OF IMPACT.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

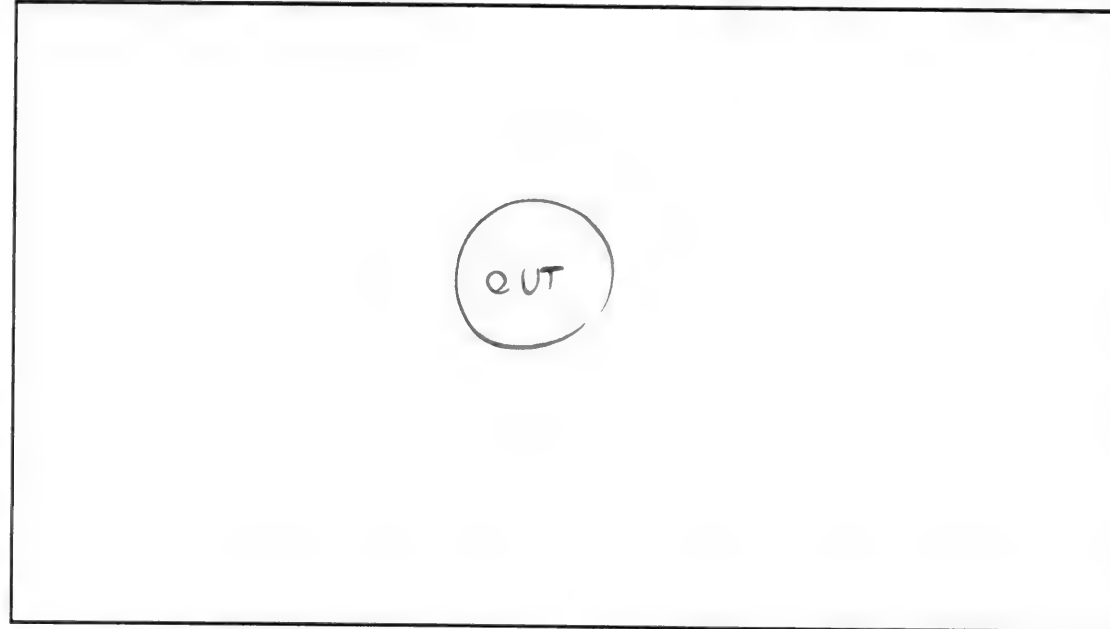
1025/172

ADVENTURE TIME

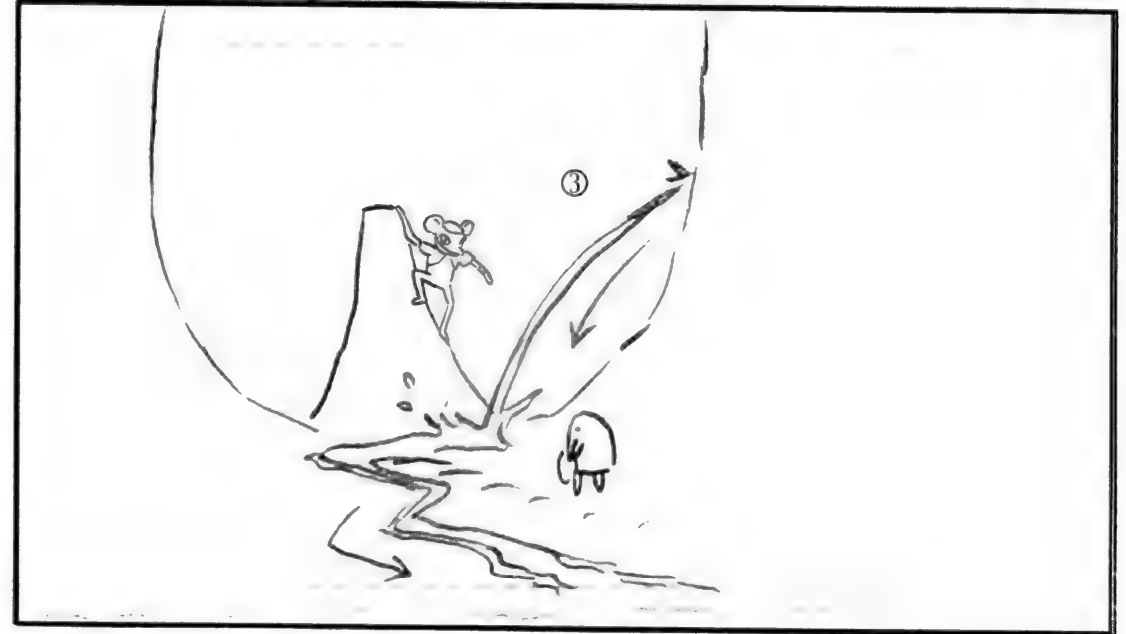


Page 210

Sc. Pnl. Bg. day night



Sc. 101 CONT Pnl. F Bg. day night



Dialog:

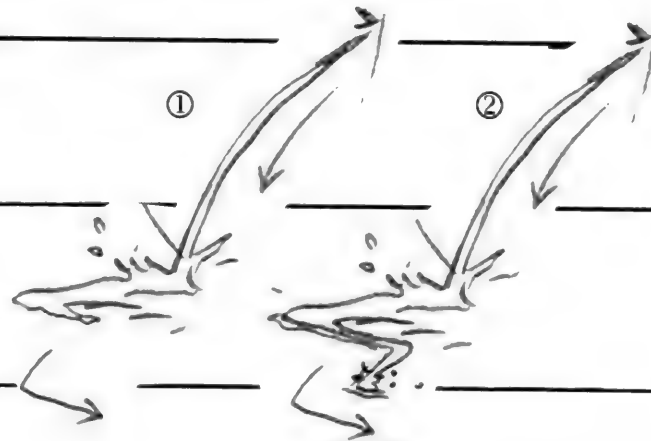
MT: DRINK THIS SAP
AND YOU'LL HAVE
LIFE ETERNAL

Action:

-SAP FLOWS . FROM SPRING.

Timing:

FEB 10 2014



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1025/172

Production :

1025/172

ADVENTURE TIME



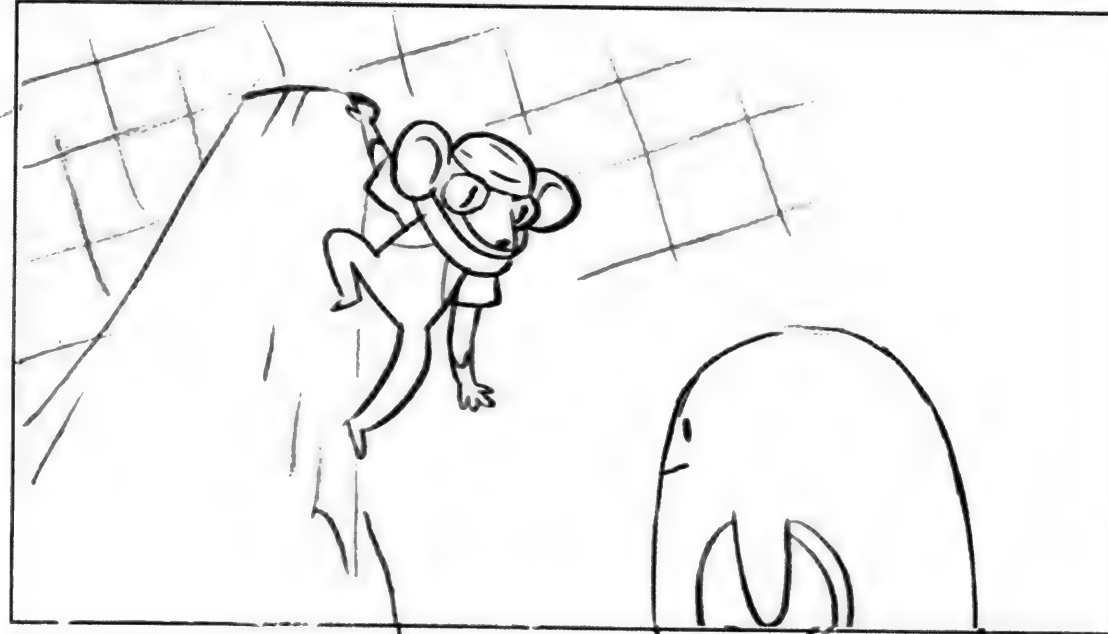
Page 211

Sc. 102

Pnl. A

Bg.

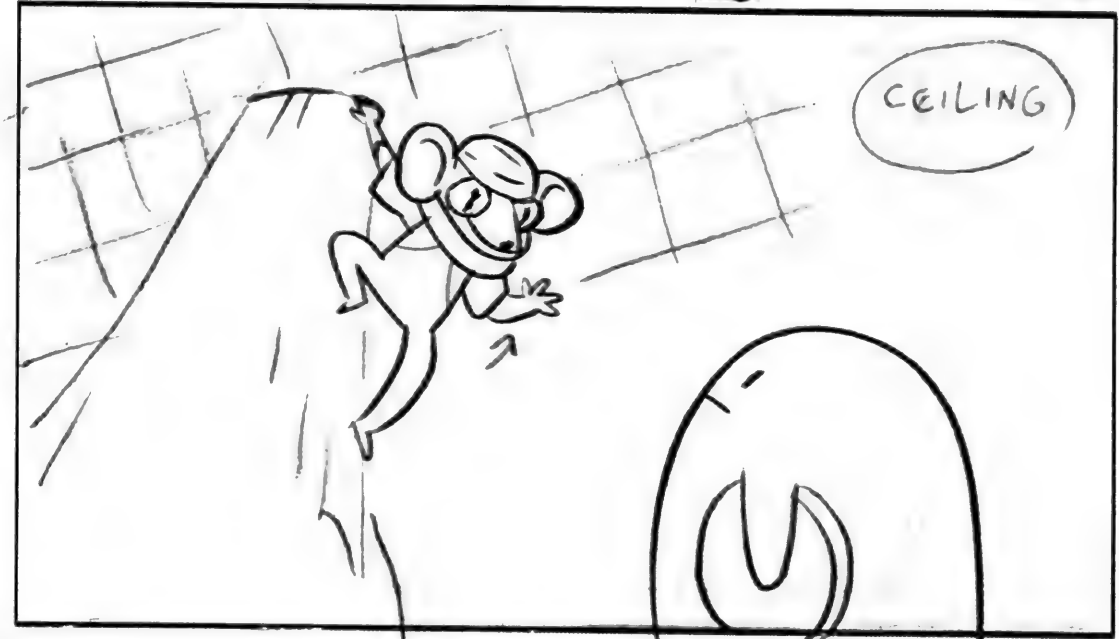
day night



Sc. 102 *CONT* Pnl. B

Bg.

day night



Dialog:

MT: YOU'LL NEVER
MEET DEATH...

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

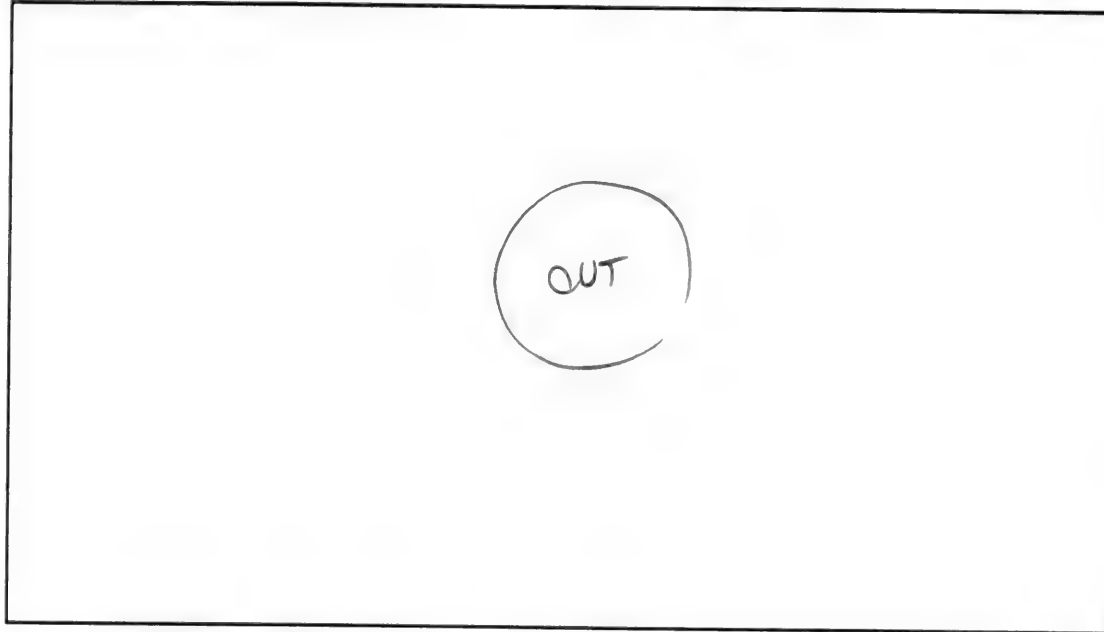
1025/172

ADVENTURE TIME

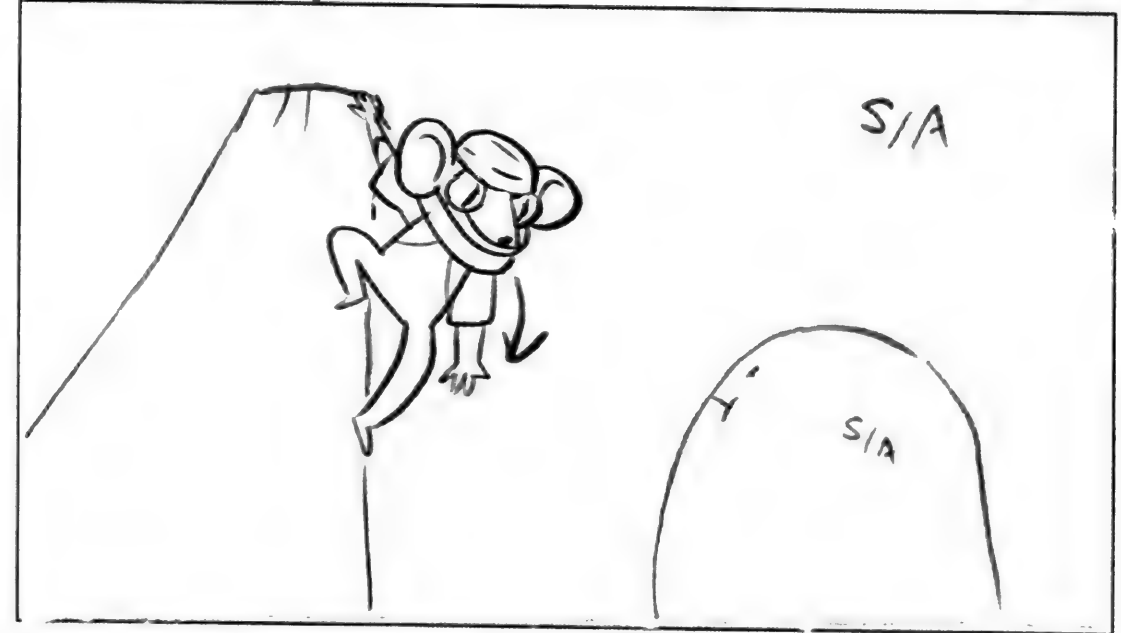


Page 212

Sc. Pnl. Bg. day night



Sc. 102 CONT Pnl. C Bg. day night



Handwritten: Hu
cut

Dialog:

MT: AND YOU'LL OUT-
LAST THE WORLD

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

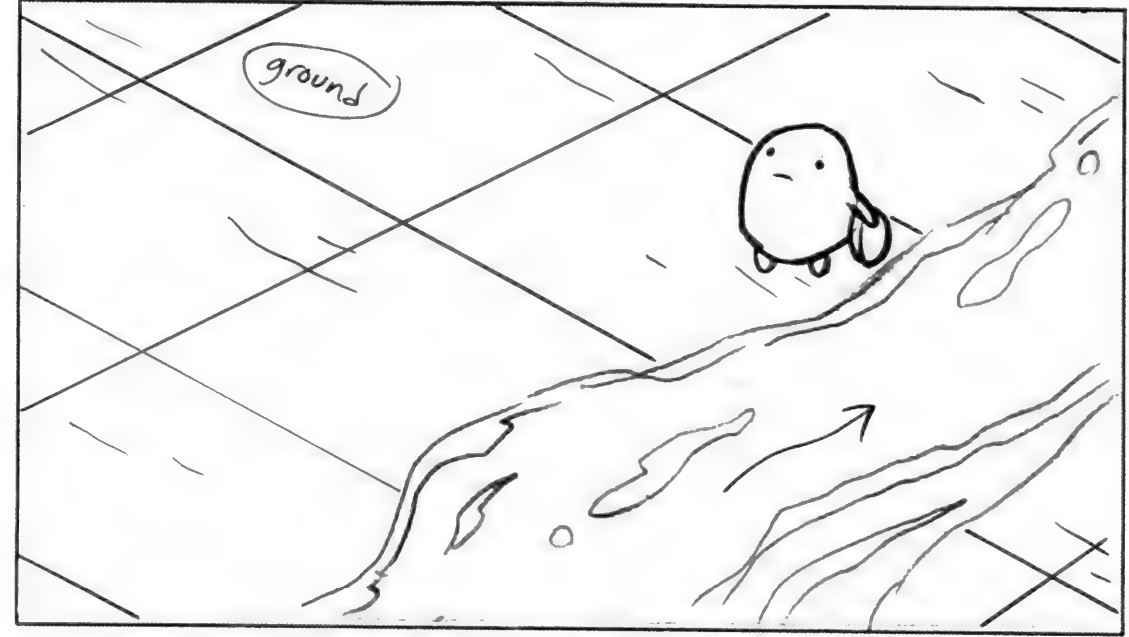
1025/172

Hi Cut

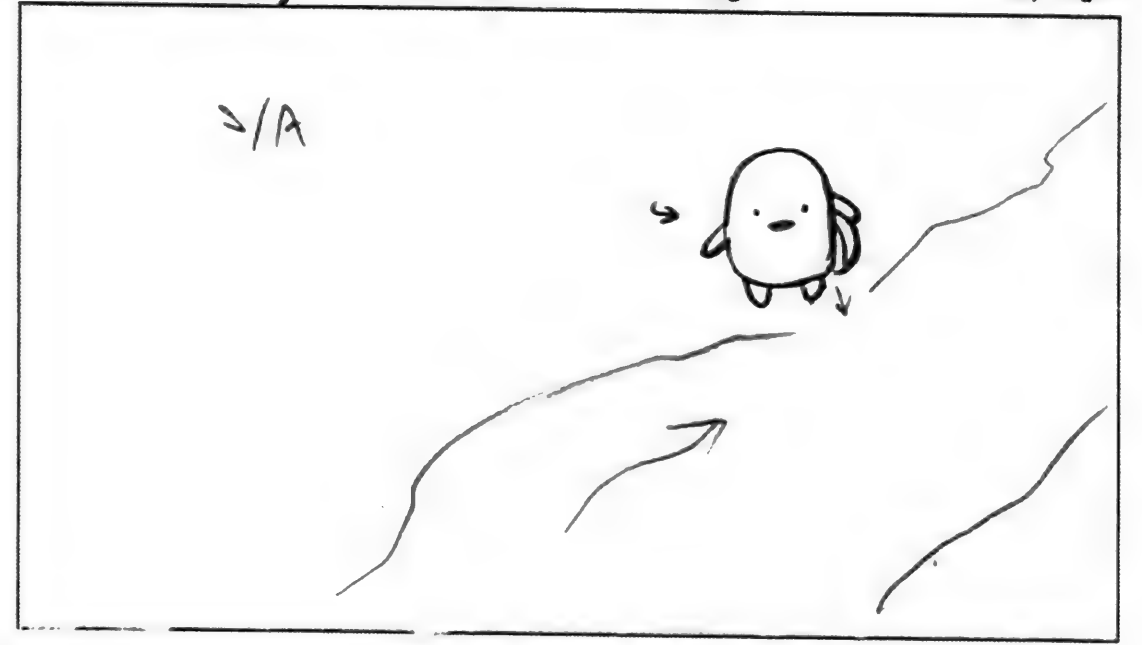
ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. 103 *CONT* Pnl. B Bg. day night



Dialog:	
K: UMM...	
Action:	- SAP STREAM CONTINUES TO FLOW
	- KENT DIPS TOE IN SAP.
Timing:	
FEB 10 2014	

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ADVENTURE TIME



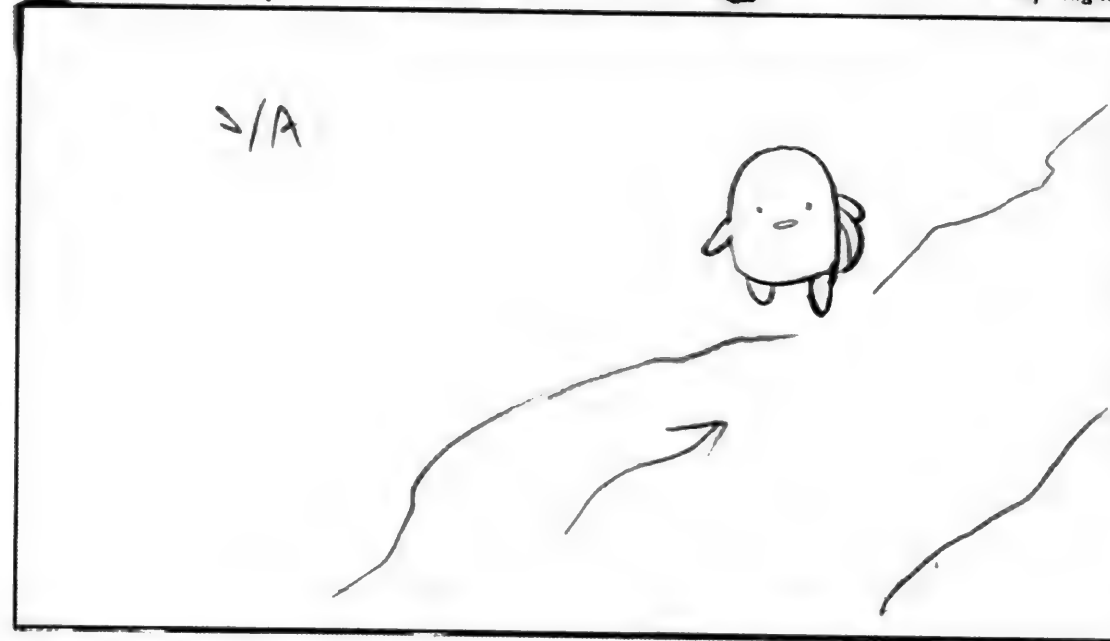
Page 214

Sc. 103 CONT

Pnl. C

Bg.

day night

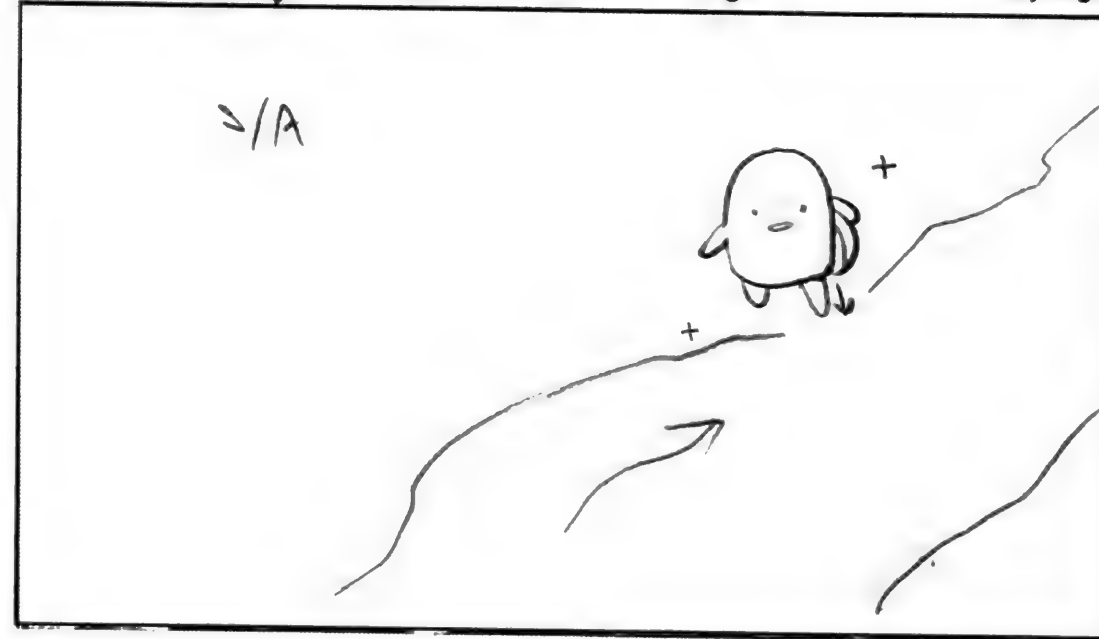


Sc. 103 CONT

Pnl. D

Bg.

day night



Dialog:

K: I WAS BORN EARLIER TODAY ...

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

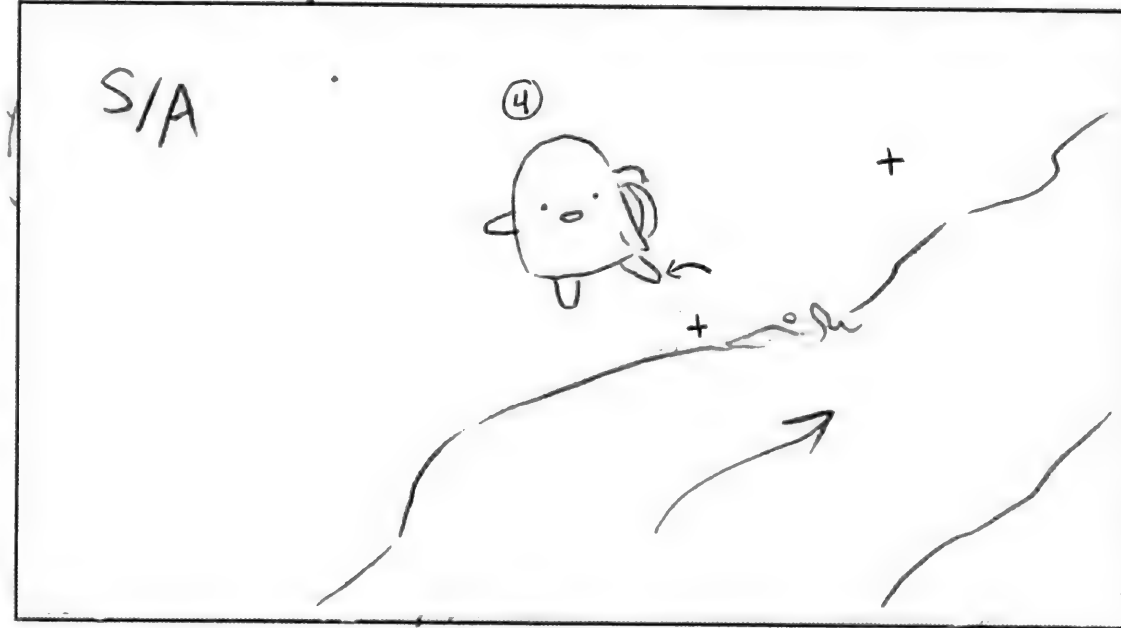
1025/172

1025/172

ADVENTURE TIME



Sc. 103 *CONT* Pnl. E Bg. day night



Dialog:

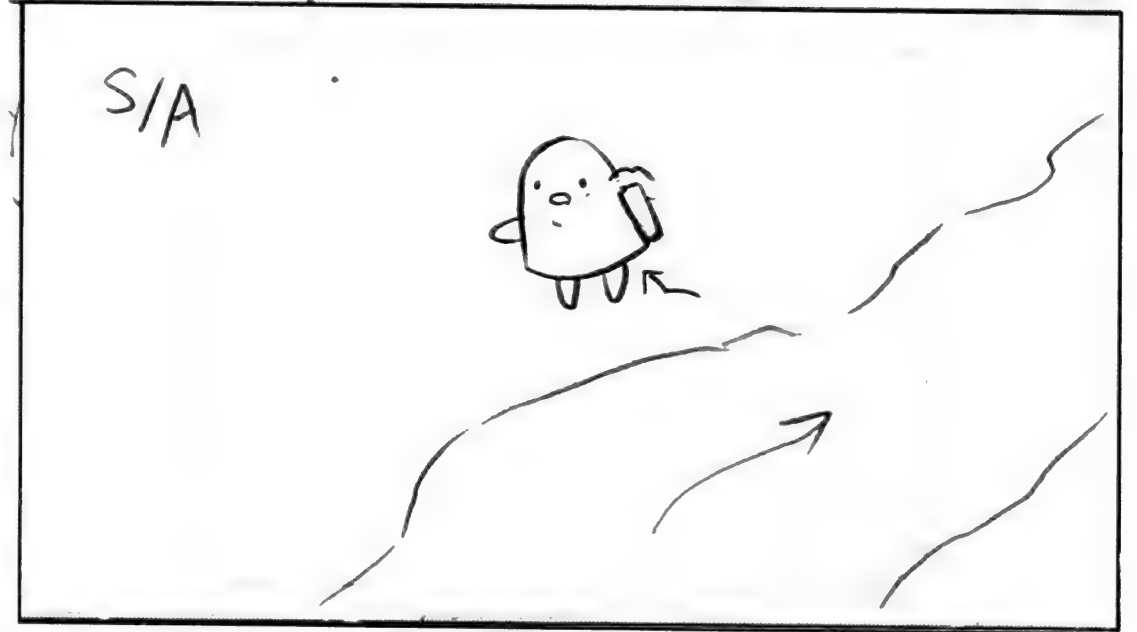
K: SO I DON'T REALLY GOT A
SENSE OF MY OWN MORTALITY ...

Action:

SFX: * PLIPX
- K. HOPS AWAY
FROM STREAM.

Timing:

Sc. 103 *CONT* Pnl. F Bg. day night



K: NO THANKS.



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1025/172

Production :

1025/172

ADVENTURE TIME

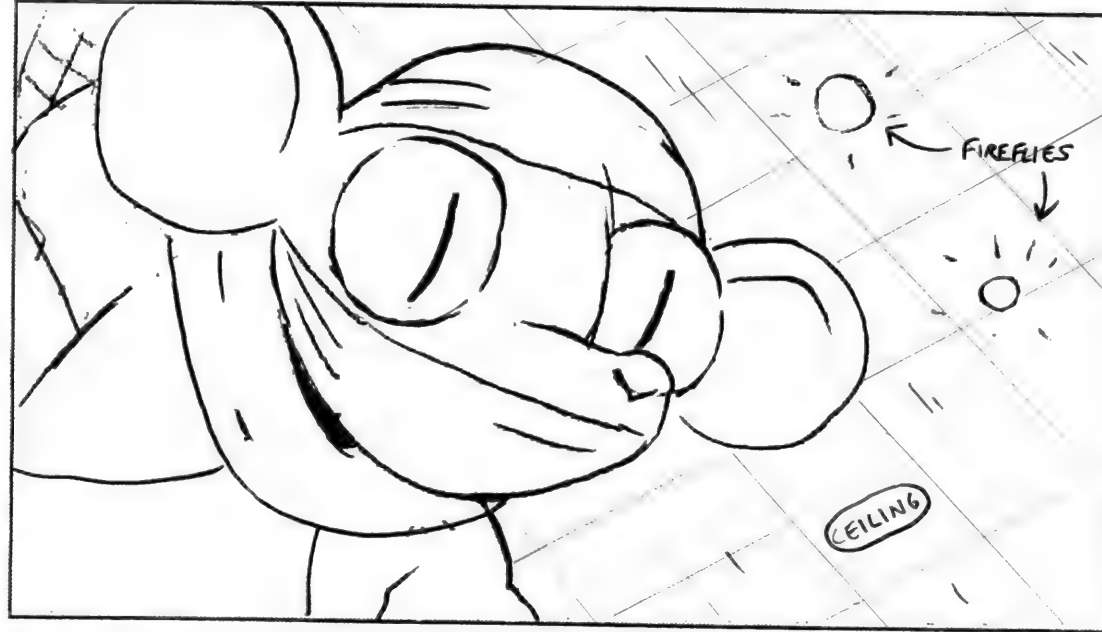


Sc. 104

Pnl. A

Bg.

day night



Sc. 104 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- T. MOUSE
FURROWS BROW.

FEB 10 2014

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EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME

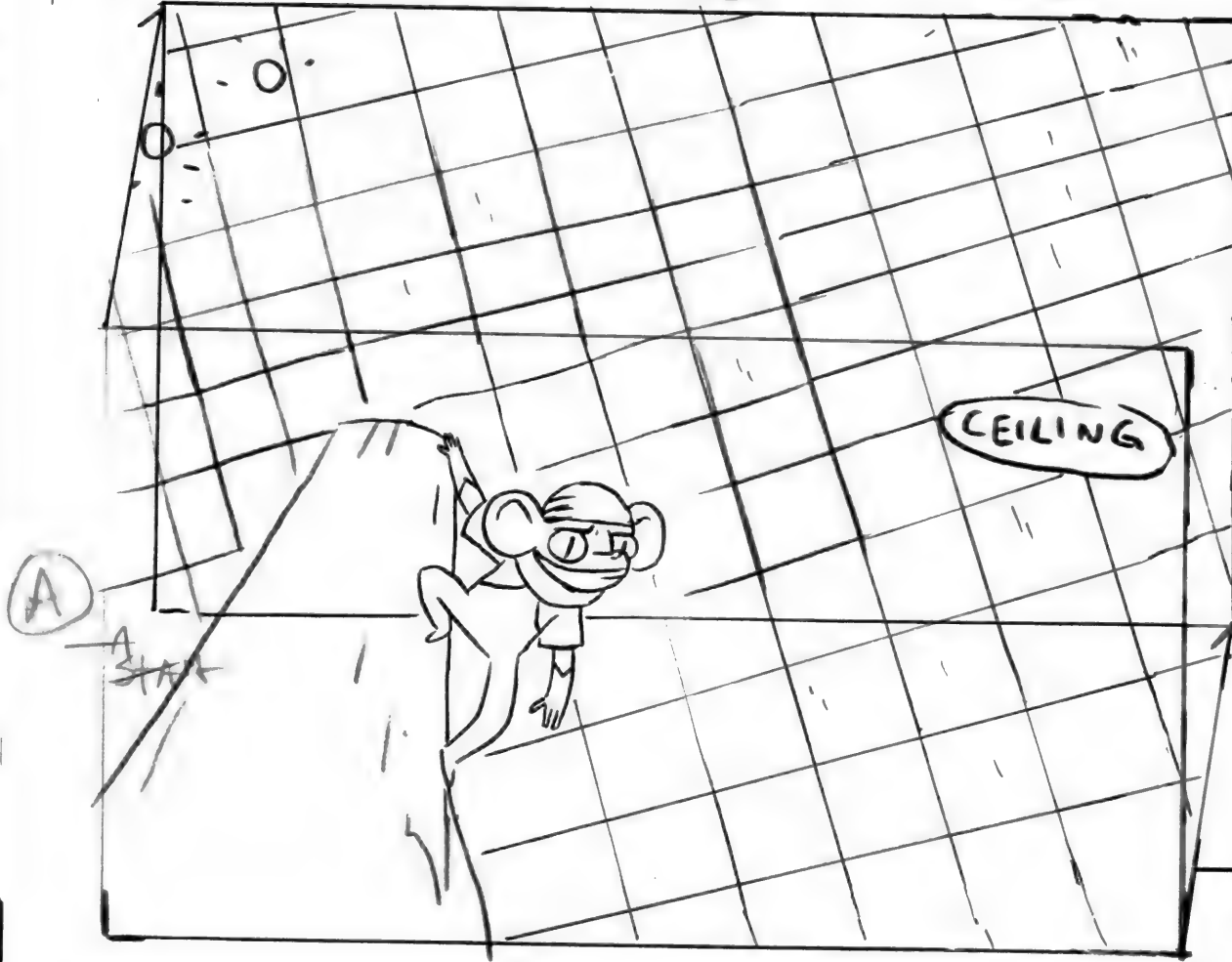


Page 217

Sc. 105

Bg.

day night



Diag pan
w/ Action a 21ft Blue pan!

FEB 10 2014

Timing:

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Production :

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1025/172

ADVENTURE TIME



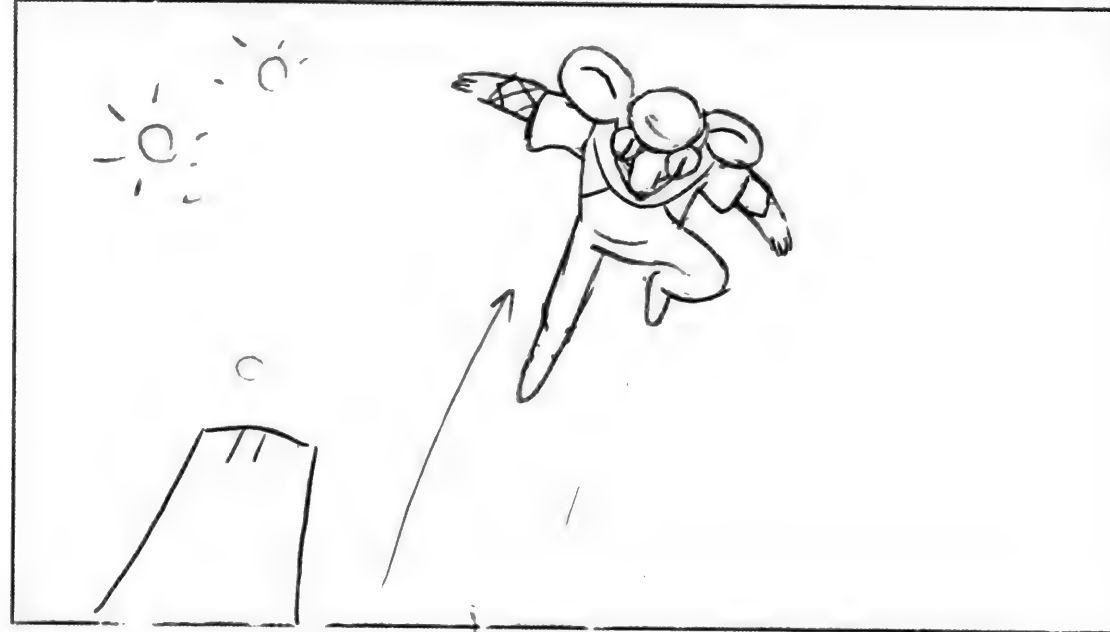
Page 218

Sc. 105 *cont*

Pnl. B

Bg.

day night



Sc. 105 *cont*

Pnl. C

Bg.

day night



Dialog:

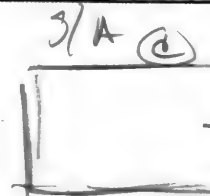
TM: HYU!

Action:

- M. THIEF LEAPS

Timing:

S/A A → A Start



SFX: *KLITCH*

stop

- M. THIEF GRABS
FIREFLY IN FLIGHT
PAN W/ ACTION.

FEB 10 2014



Production :

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1025/172

ADVENTURE TIME



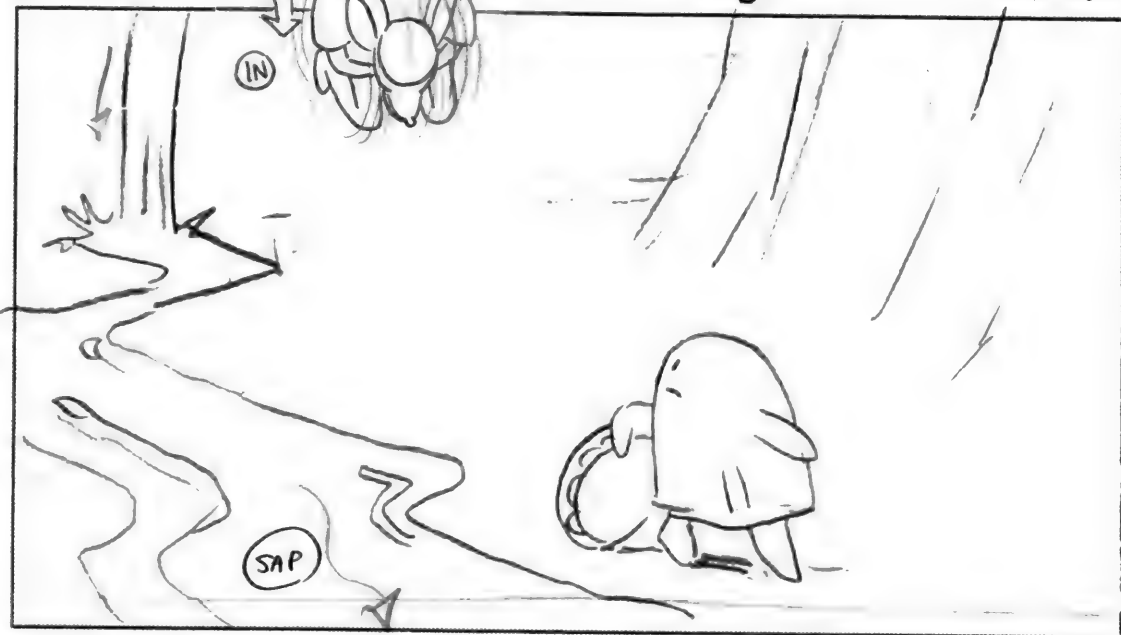
Page 219

Sc. 106

PNL:
A

Bg.

day night

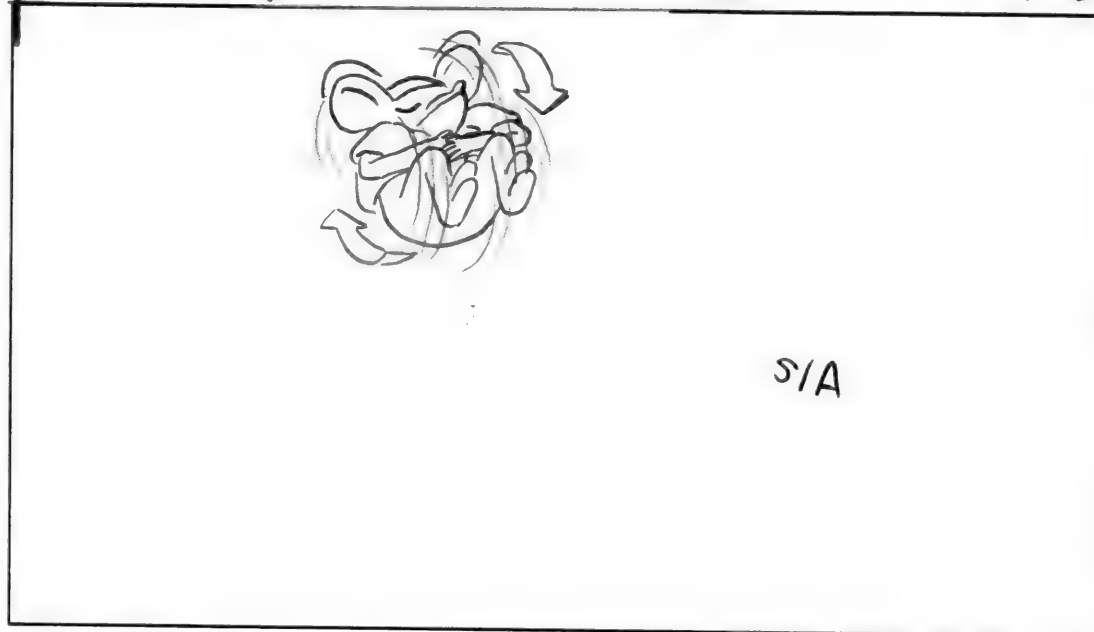


Sc. 106 *CONT*

PNL. B

Bg.

day night



Dialog:

Action:

- M. THIEF FLIPS ON/S.

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



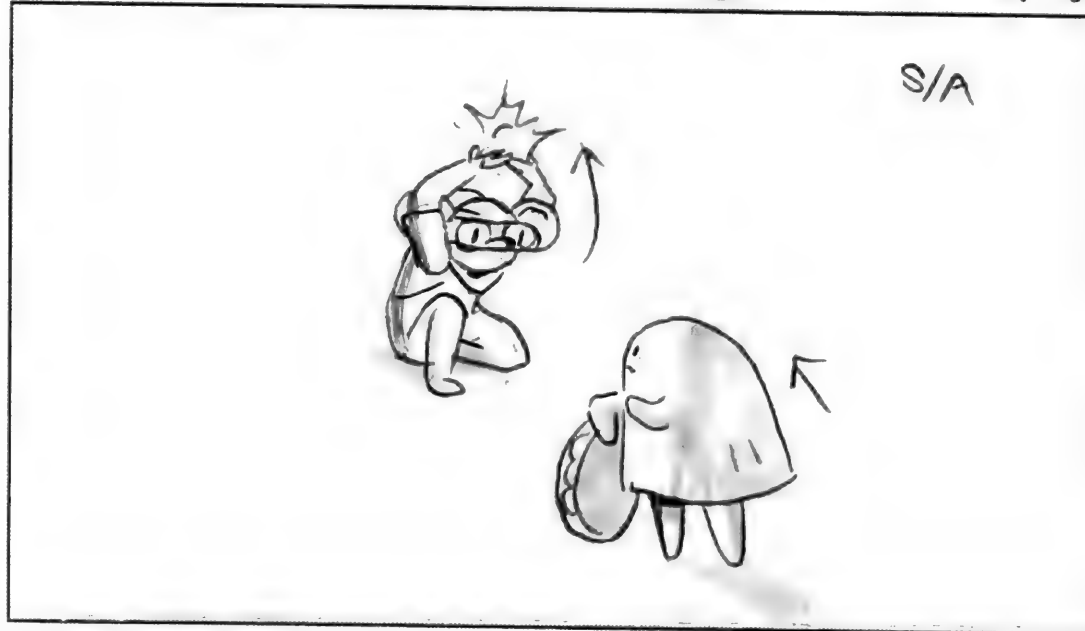
NO SC
107

Page 220
NO PGS 221-222
day night

Sc. 106 *cont* Pnl. c Bg. day night



Sc. 106 *cont* Pnl. D Bg.



Dialog:

SFX: THP!

Action:

- M. THIEF LANDS
IN FRONT OF KENT.

- M. THIEF HOLDS UP FIREFLY
- K. STRAIGHTENS UP

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Timing:

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Production :

1025/172

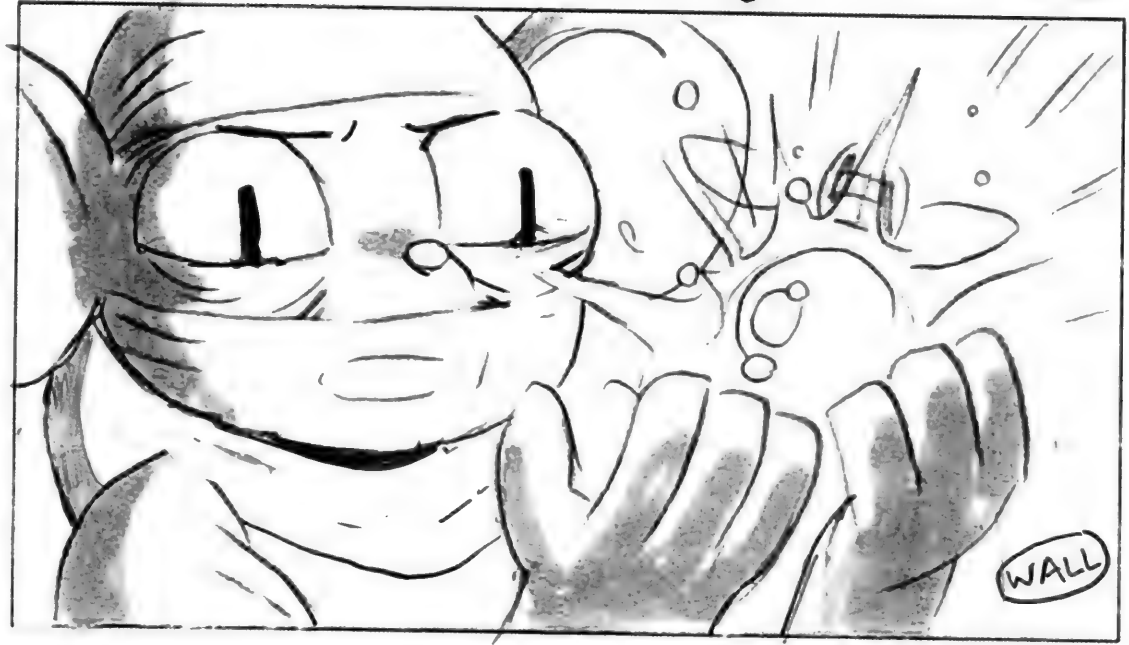
Handwritten: Hu Cut

ADVENTURE TIME



Handwritten: Hu Cut

Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog: _____

MT/ The Sacred Flame.

Action: _____

Timing: _____

FEB 10 2014

Production :

Handwritten: Cut w/wire to post

Handwritten: -12

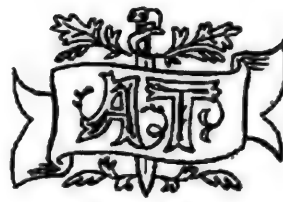
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ADVENTURE TIME



Page 224

Sc. 109 CONT Pnl.

Bg.

day night



Sc. 109A

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

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Cut

ADVENTURE TIME



Page 225

Sc. 110

Pnl. A

Bg.

day night

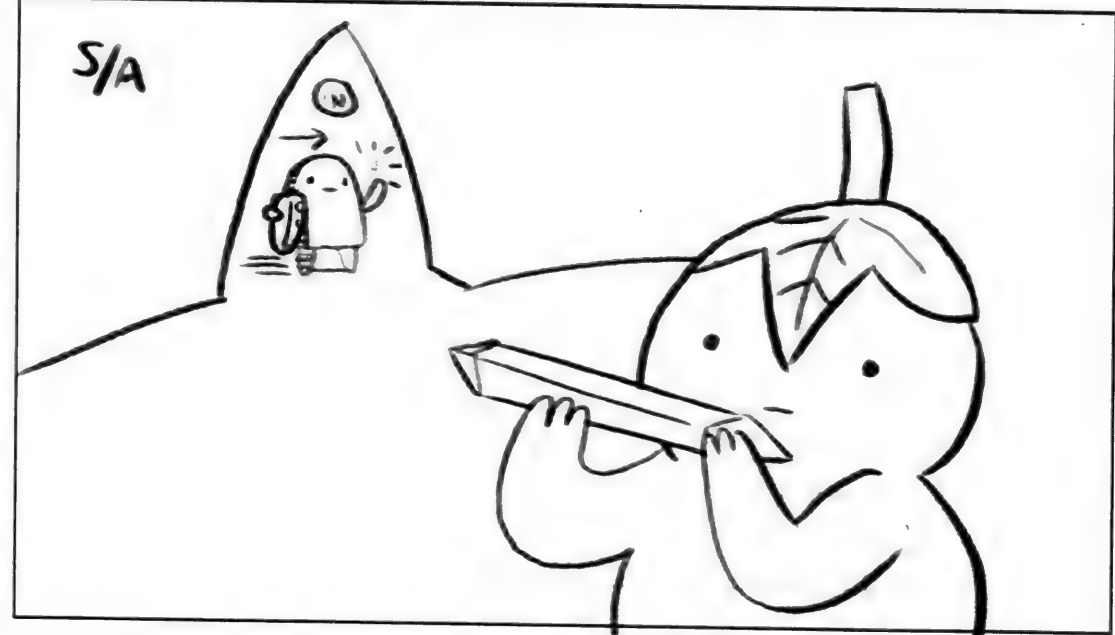


Sc. 110 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- DEWDROP'S SHOP.

Timing:



- K. APPEARS IN
DOORWAY WITH ELEMENTS

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Production :

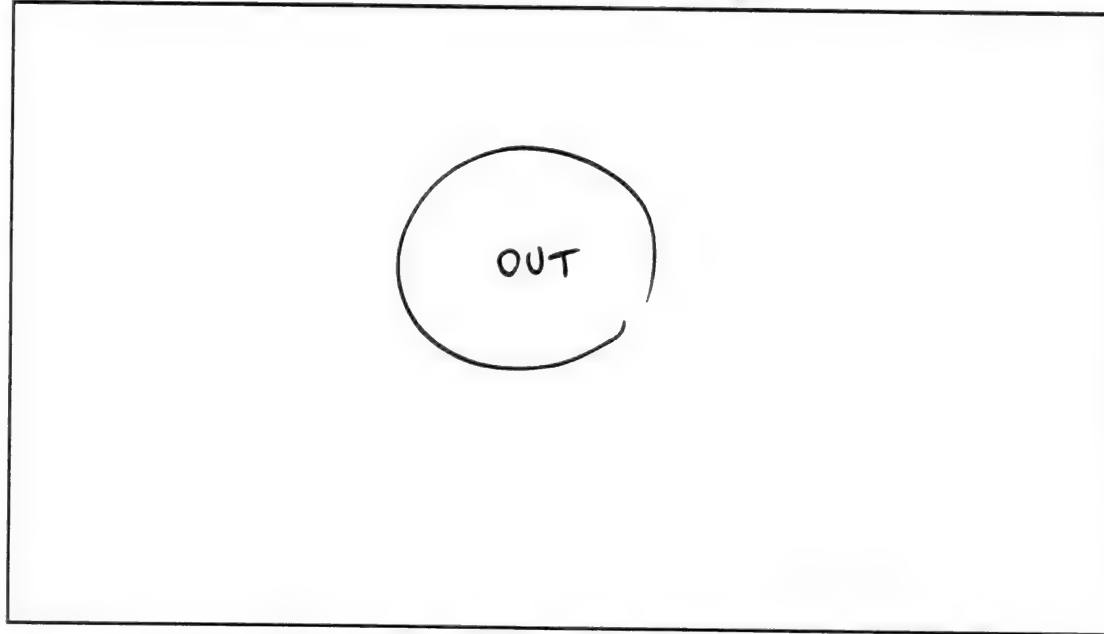
1025/172

ADVENTURE TIME

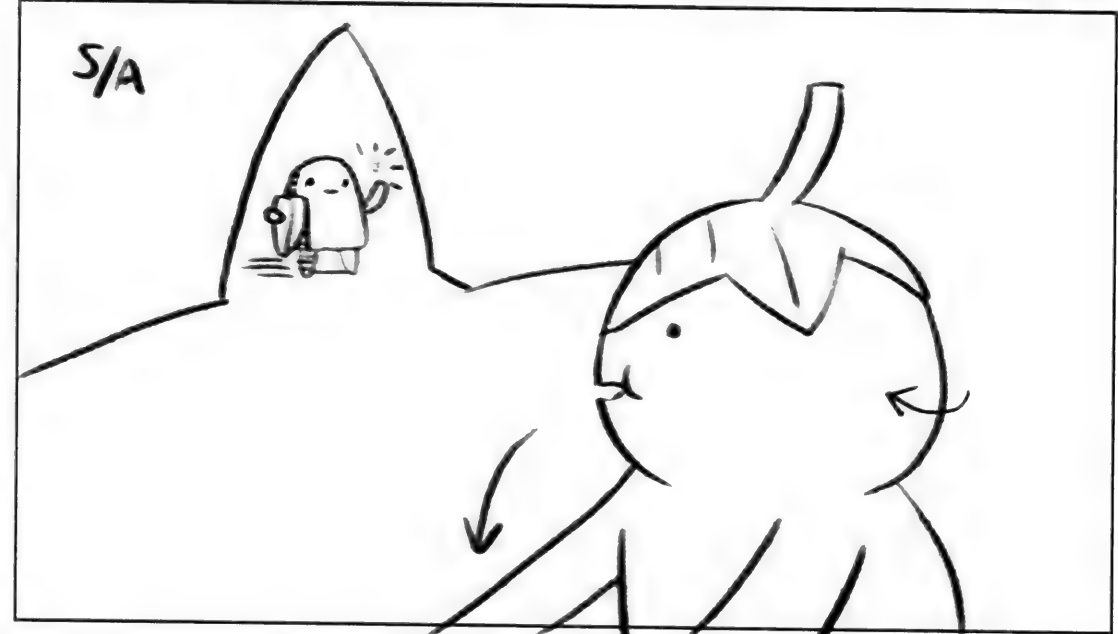


Page 226

Sc. Pnl. Bg. day night



Sc. 110 cont Pnl. C Bg. day night



Cut

Dialog:

DD: OH WHAAAT.

Action:

- DD TURNS TOWARDS DOOR.

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Timing:

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Production :

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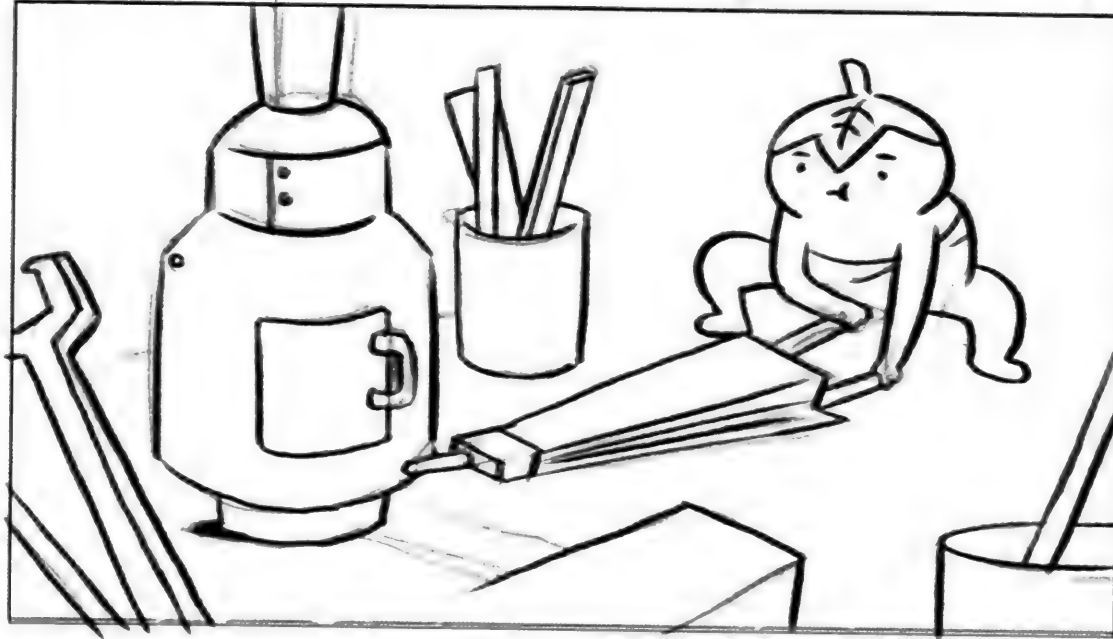


Sc. |||

Pnl. A

Bg.

day night

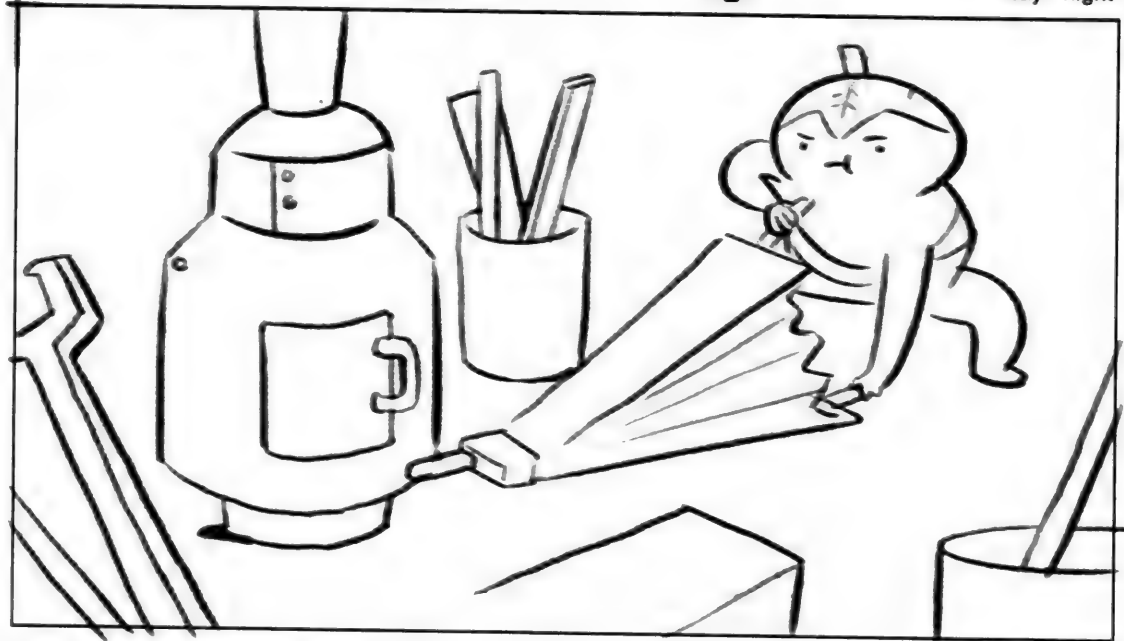


Sc. ||| CONT

Pnl. B

Bg.

day night



Dialog:

SFX: X BLOWING X

Action:

BLACKSMITHING
MONTAGE

↶ CYCLE ↷

Timing:

FEB 1 0 2014

Production :

EPISODE # 1025-172

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1025/172

ADVENTURE TIME



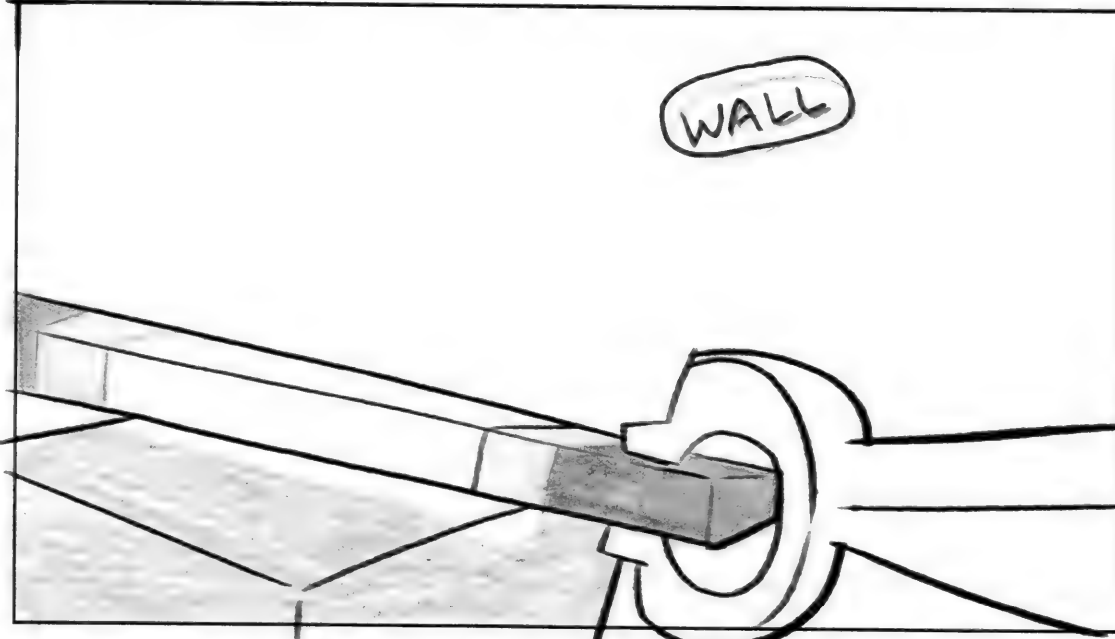
Page 228

Sc. 112

Pnl. A

Bg.

day night

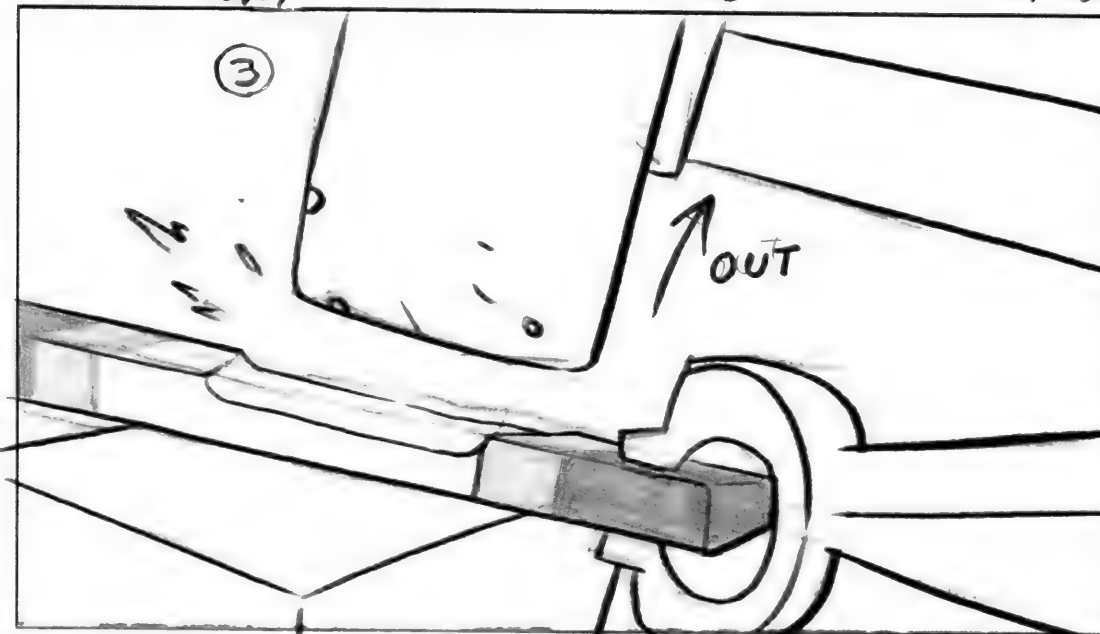


Sc. 112 CONT

Pnl. B

Bg.

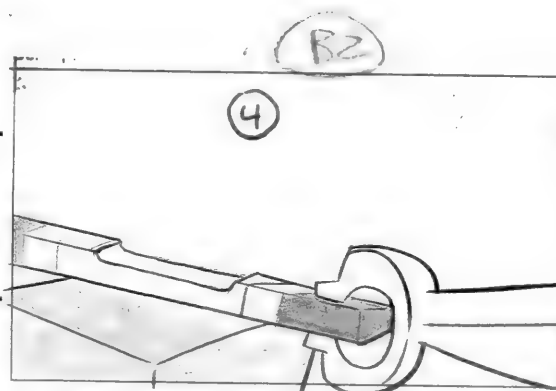
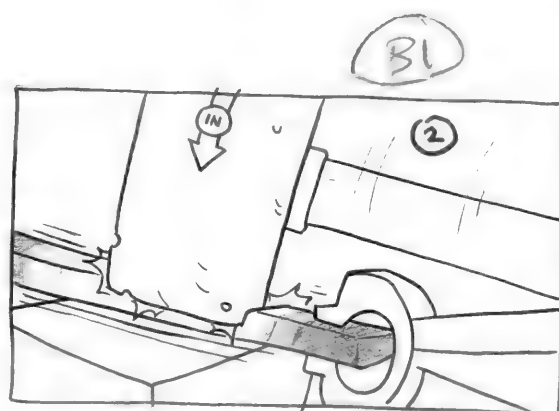
day night



Dialog:

Action:

Timing:



SFX: *HAMMERING*

- HIT x 3

LIKE SO: (1), (2), (3), (4), (2), (3), (4), (2), (3), (4)

FEB 10 2014

Production:

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ADVENTURE TIME



Page 229

Sc. 113

Pnl. A

Bg.

day night



Sc. 113 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: * CLANG -
CLANG *

Action:



Timing:

↶ CYCLE ↷

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1025/172

Production :

1025/172

1025/172

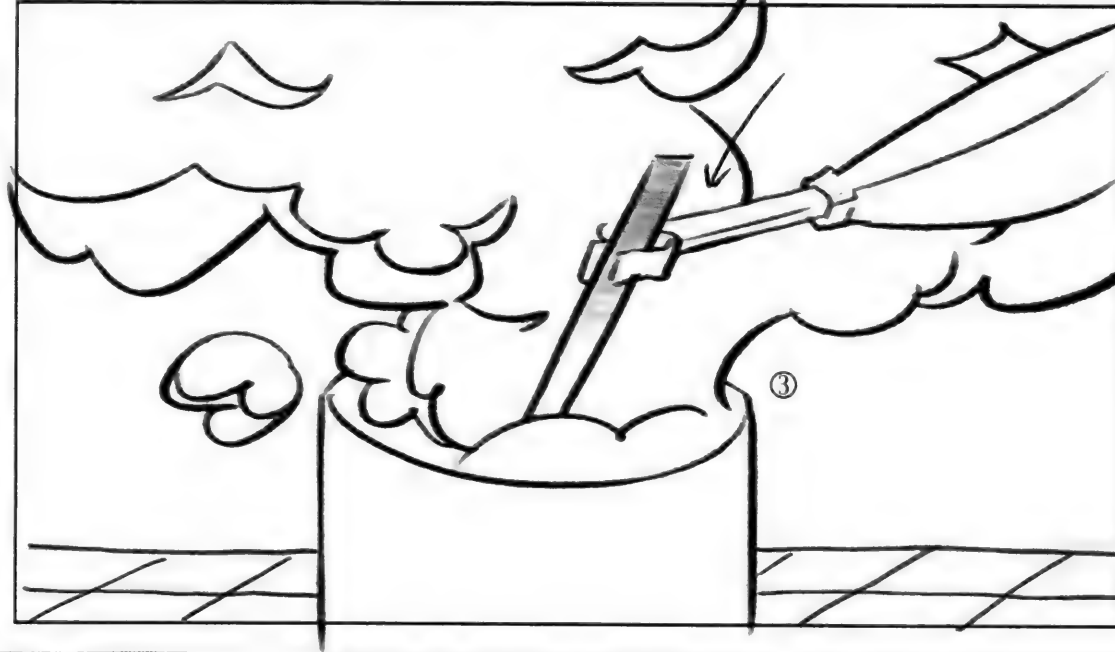
ADVENTURE TIME



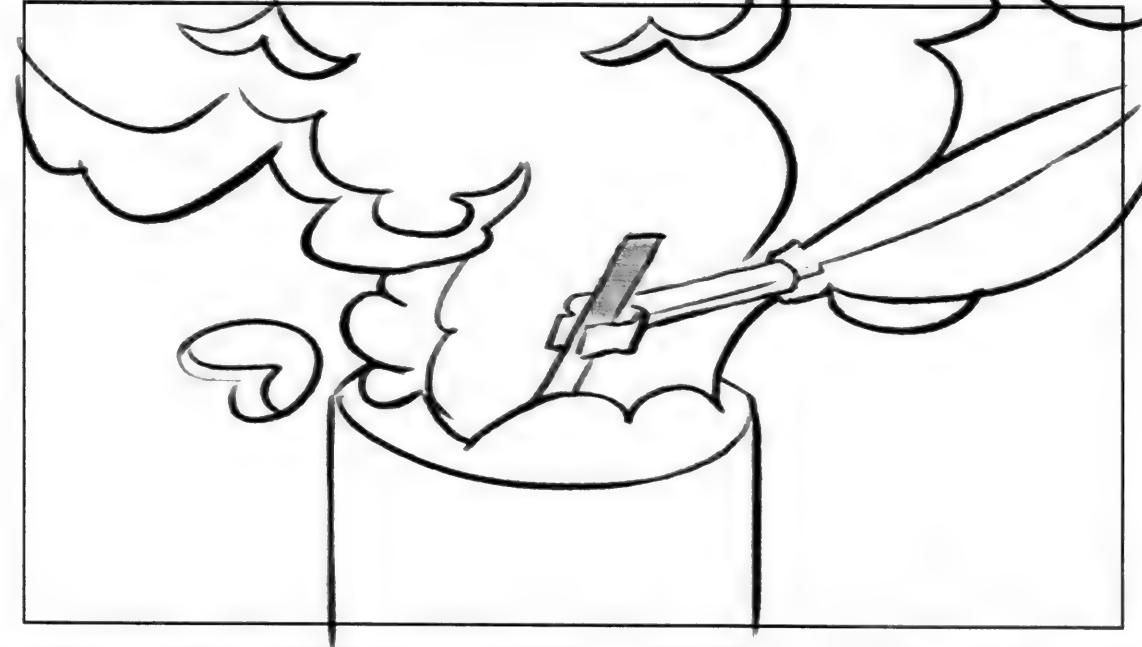
Page 230

cut

Sc. 114 Pnl. A Bg. day night



Sc. 114 CONT Pnl. B Bg. day night



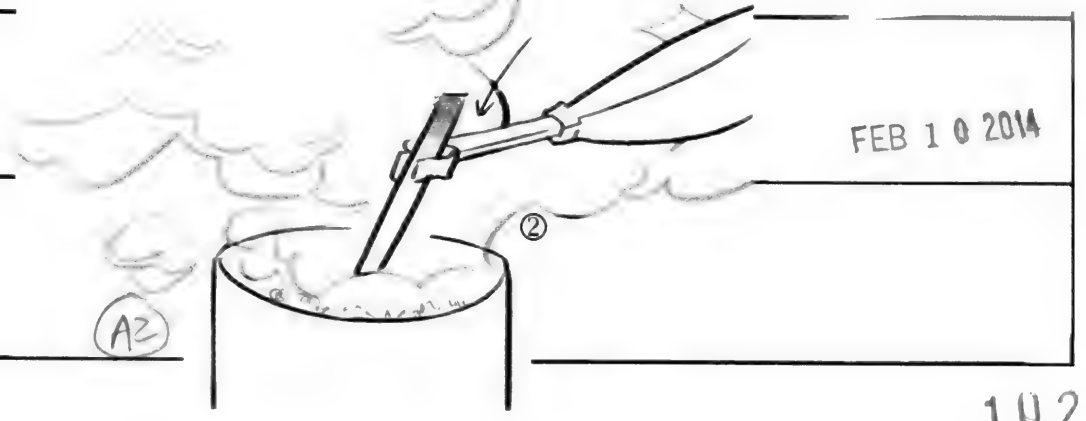
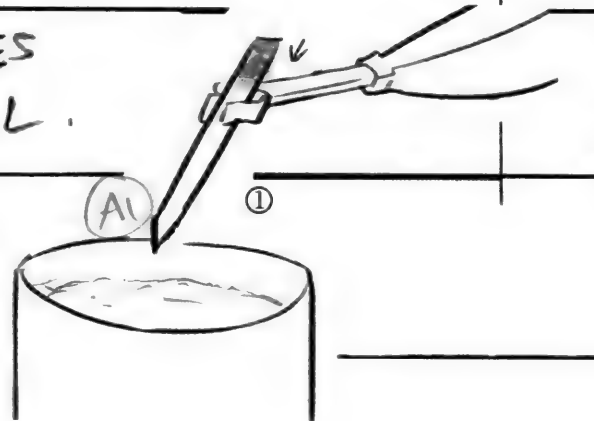
Dialog:

SFX: * SKSHHH * *

Action:

- DD QUENCHES THE STEEL.

Timing:



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Production :

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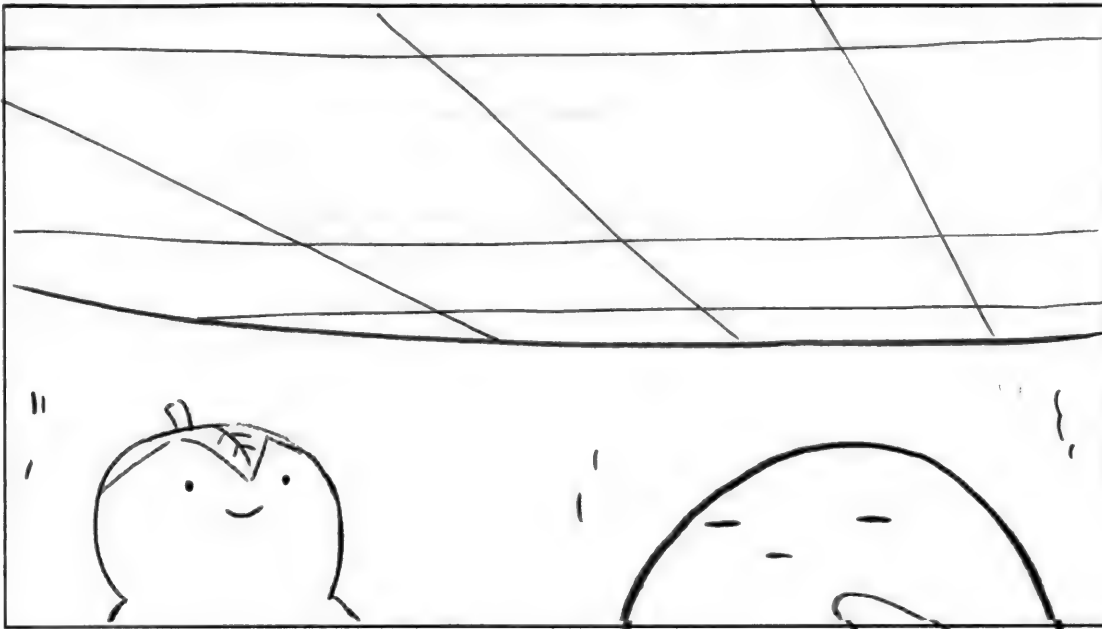
1025/172

Cut

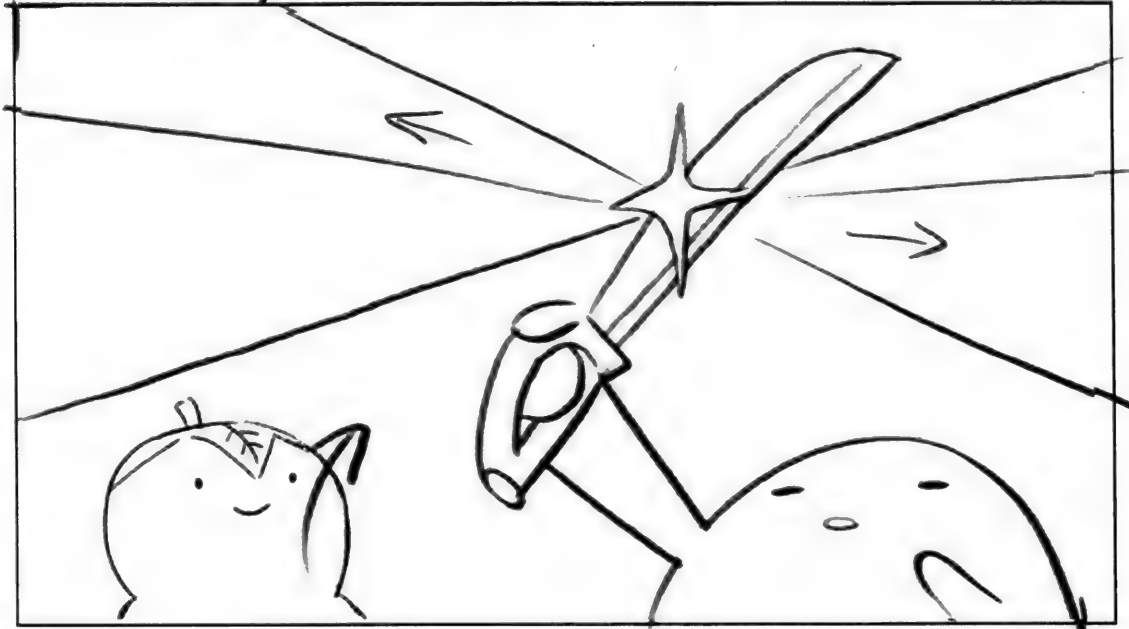
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Cut

Dialog:

Action:

Timing:

K/ I name this sword... Punch Party.

-K. HOLDS SWORD ALOFT.

-FADE TO WHITE

FEB 10 2014

Production :

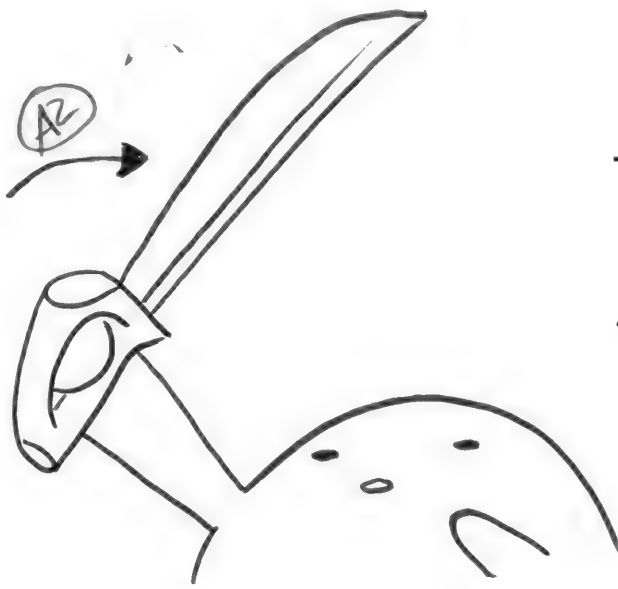
EPISODE # 1025-172

1025/172

1025/172

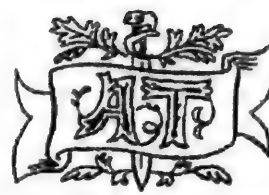
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Cut

ADVENTURE TIME



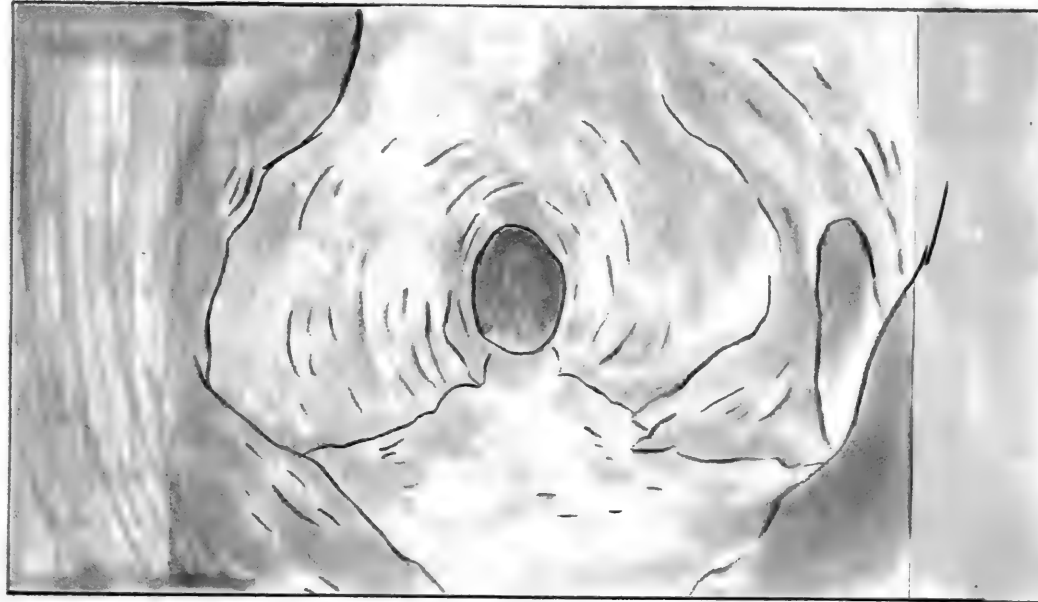
Page 232

Sc. 116

Pnl. A

Bg.

day night



Sc. 116 cont Pnl. B

Bg.

day night



Dialog:

Action:

-KENT ENTERS & SWORD ILLUMINATES
TUNNEL

Timing:

FEB 10 2014

EPISODE # 1025-172

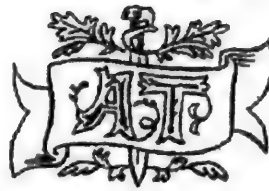
1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Cut

NO SC
117

Page 233
NOPG-234
day night

Sc. 116 *CONT*

Pnl. C

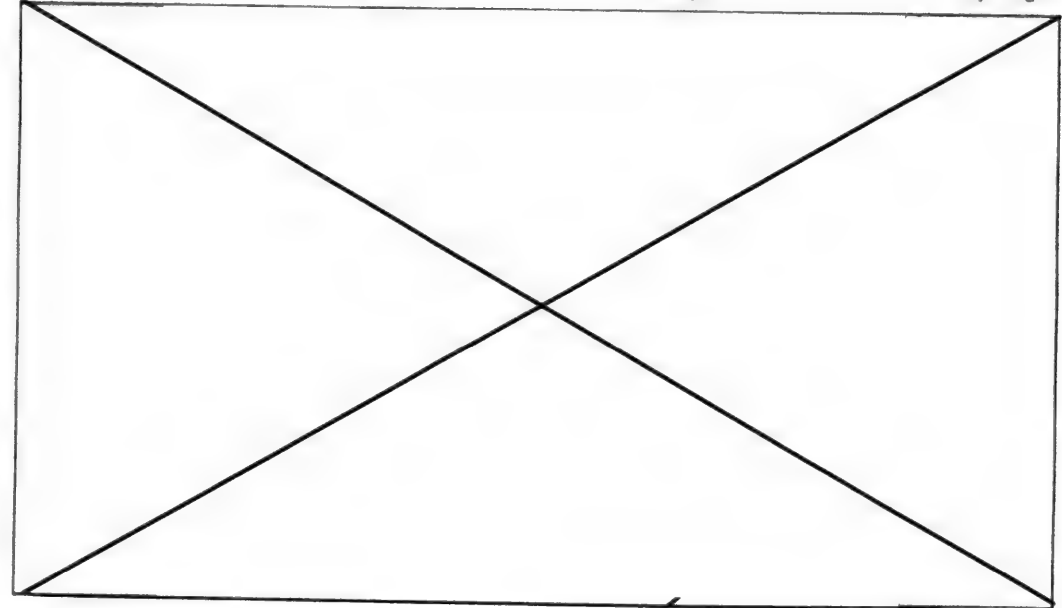
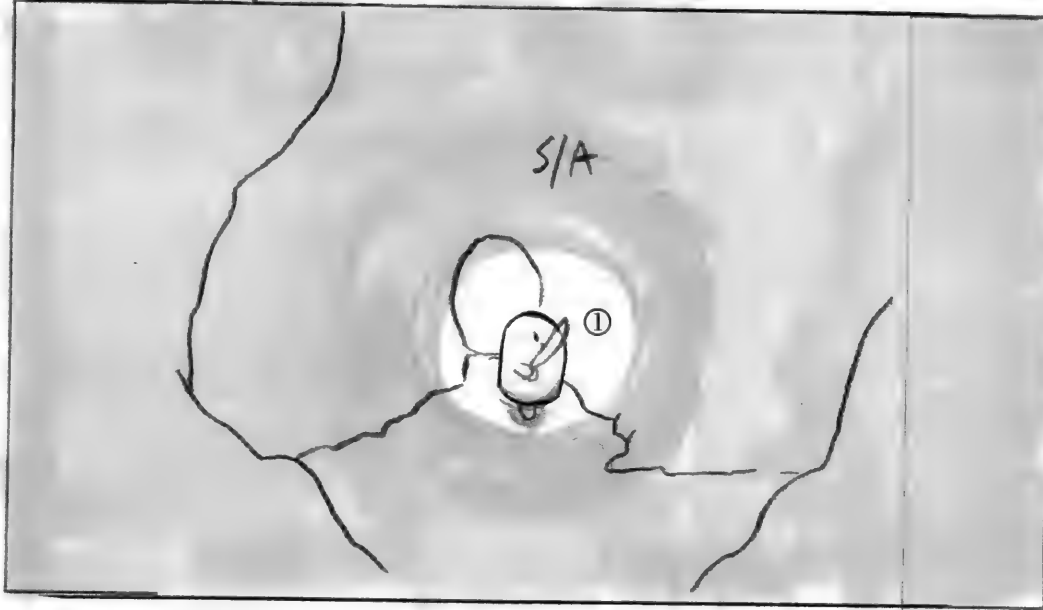
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:



FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME



No Sc. 117

Page 235

Sc.

Pnl.

Bg.

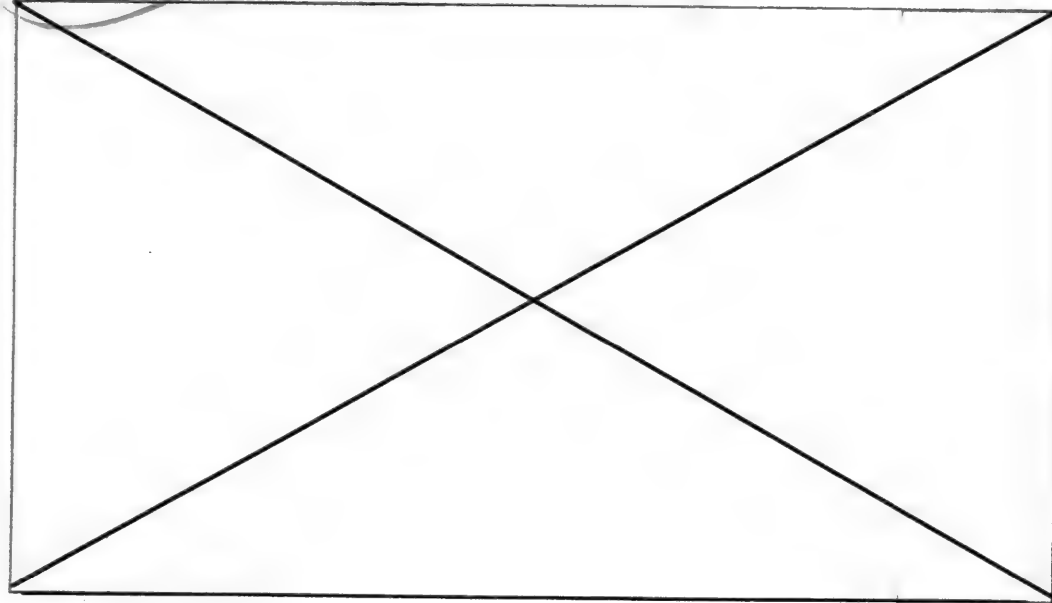
day night

Sc. 118

Pnl. A

Bg.

day night



Dialog:

Action:

- HUGE CHAMBER W/ SHAFT OF MOONLIGHT

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

ADVENTURE TIME

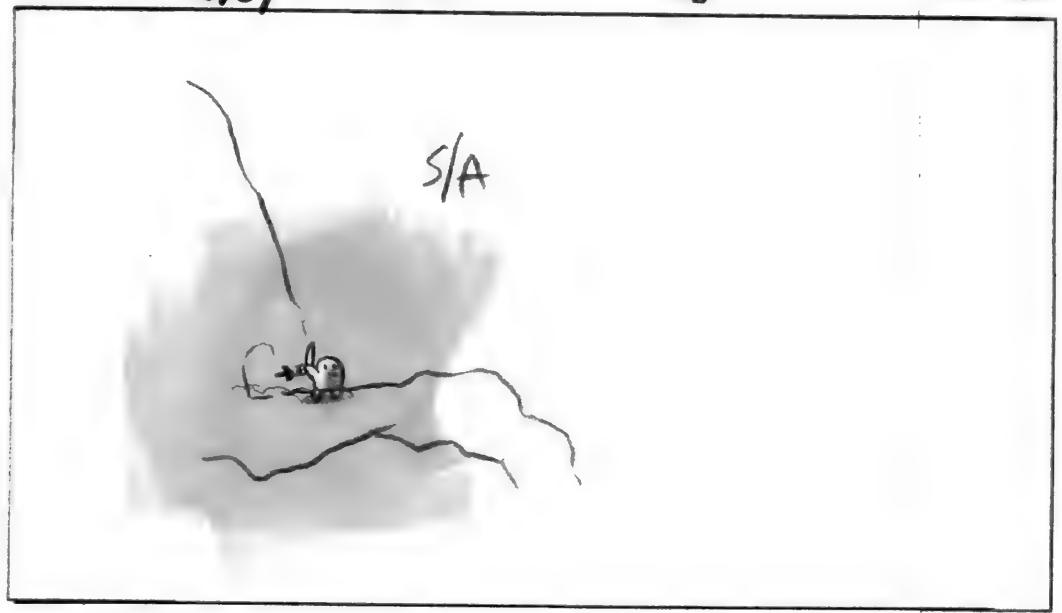


Sc. 118 *CONT*

Pnl. B

Bg.

day night



Sc. 119

Pnl. A

Bg.

day night



Dialog:

Action:

-KENT ENTERS

Timing:

(B)

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1025/172

Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME



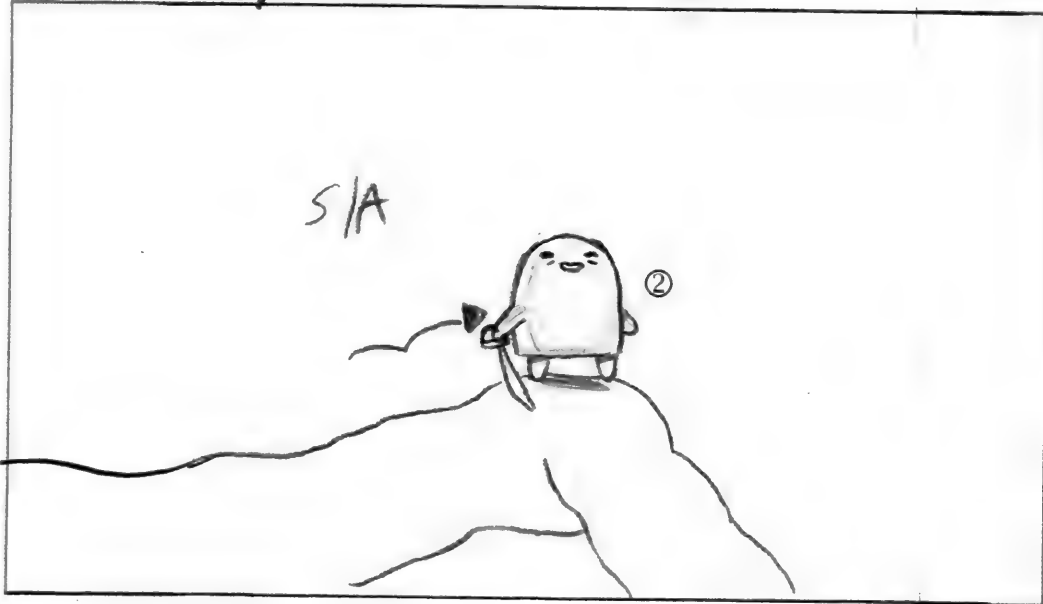
Page 237

Sc. 119 *CONT*

Pnl. B

Bg.

day night

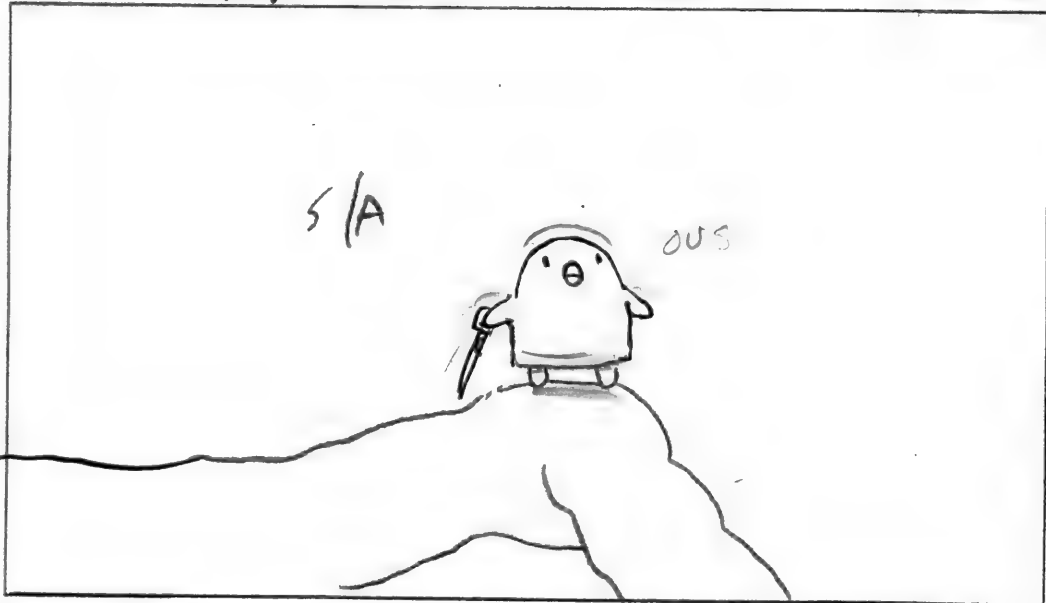


Sc. 119 *CONT*

Pnl. C

Bg.

day night



Dialog:

K: I FEEL SO COOL RIGHT NOW -

Action:

- K. STANDS IN SHAFT OF LIGHT.

K: [GASP!]

SFX: (O/S) RAT SQUEAKS

-SFX RAT SQUEAK

FEB 10 2014

Timing:



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1025/172

Production :

1025/172

ADVENTURE TIME



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Sc. 120

Pnl. A

Bg.

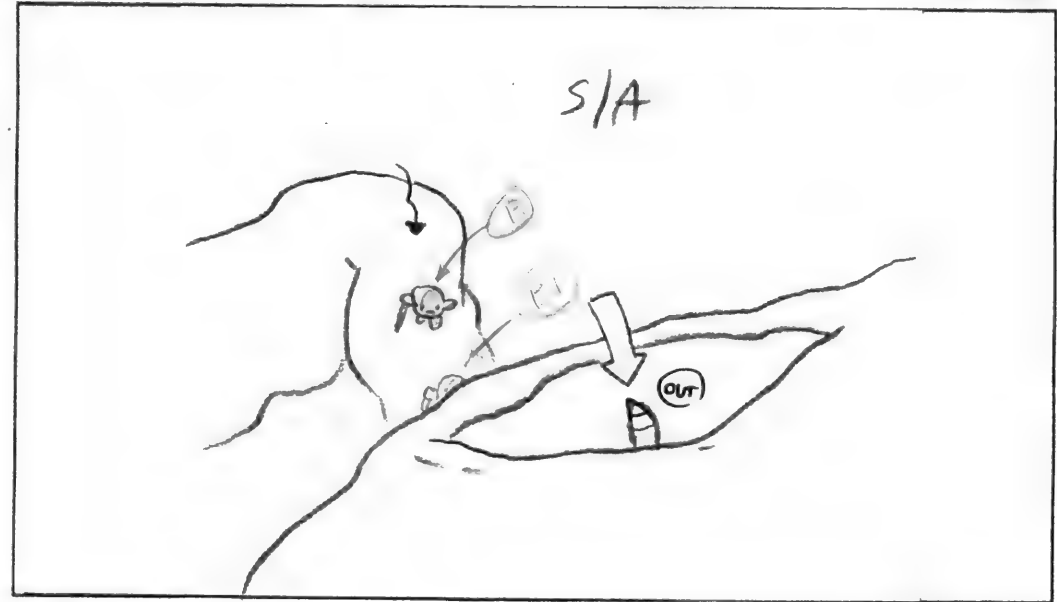
day night



Sc. 120 *CONT* Pnl. B

Bg.

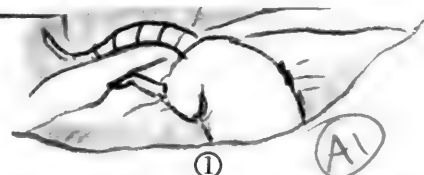
day night



Dialog:

Action:

Timing:



- TAIL SLIDES INTO HOLE
- K. RUNS TOWARDS TAIL.

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Production :

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1025/172

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1025/172

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1025/172

HW
CUT

ADVENTURE TIME



Page 239

Sc. 121

Pnl. A

Bg.

day night

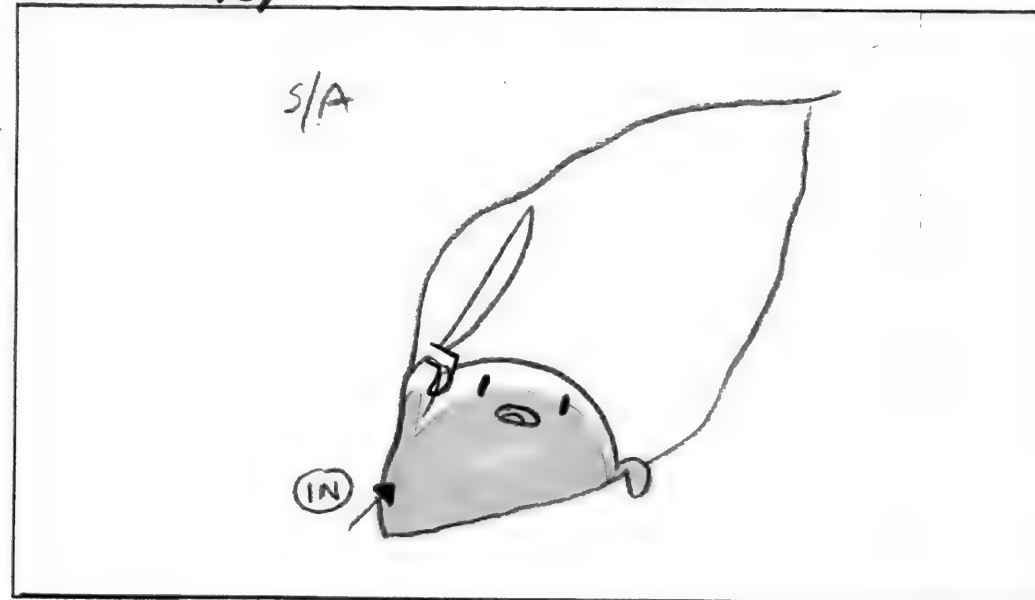


Sc. 121 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: *RAT SQUEAKING*

Action:

K: (WHISPERS) IT'S PARTY TIME.

-SFX - SOUNDS LIKE A BUNCH A RATS

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

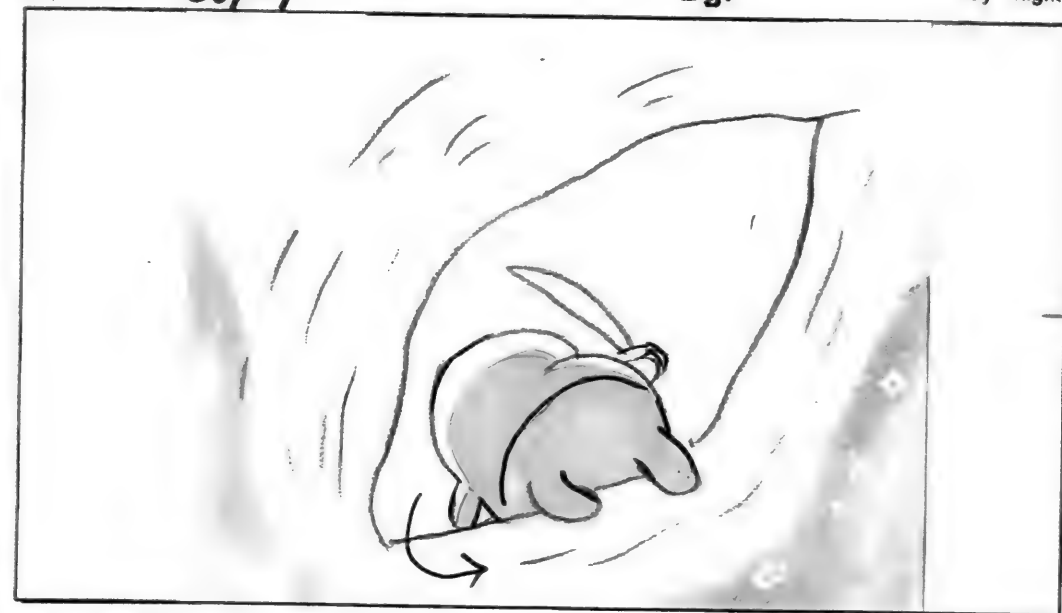
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ADVENTURE TIME



Sc. 121 *cont* Pnl. C

Bg. day night

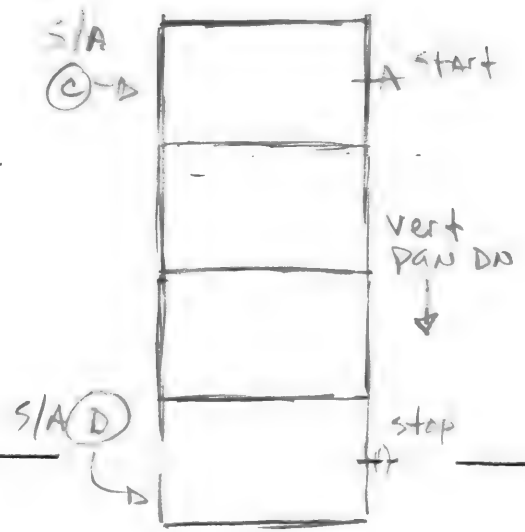


start
vert
pan
w/ Action

Dialog:

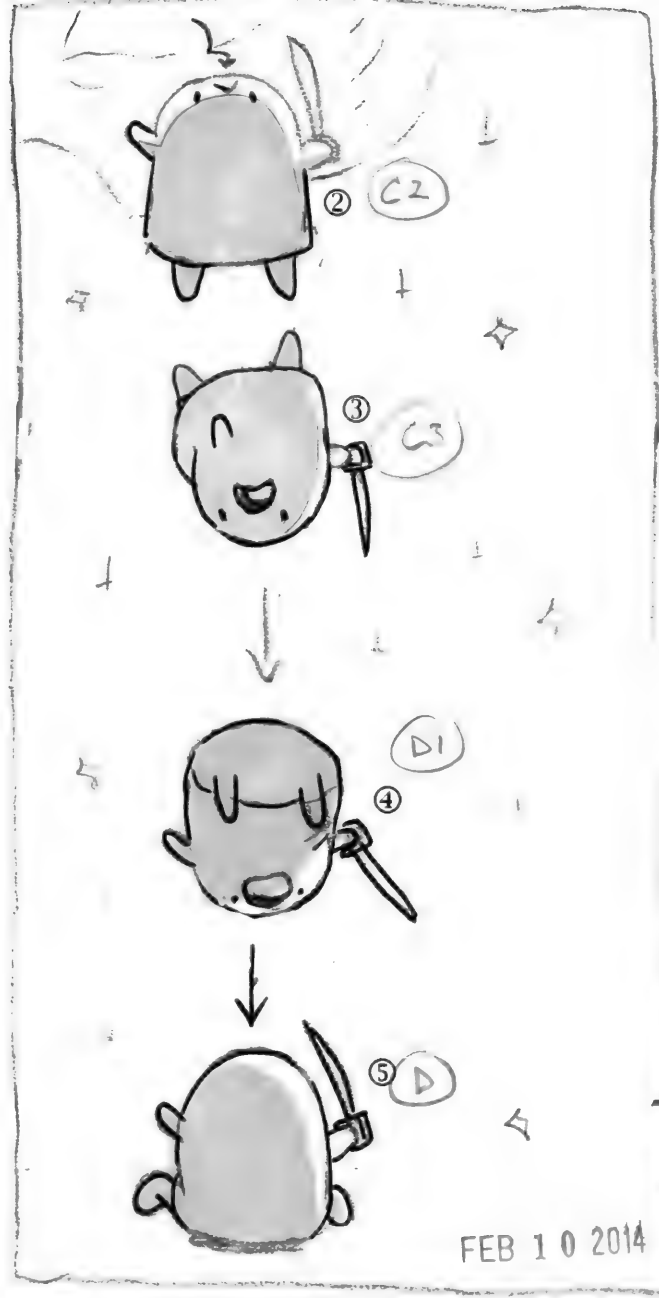
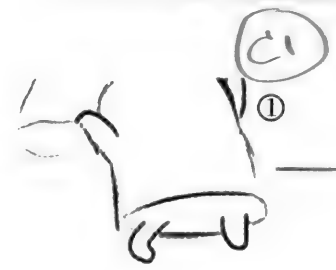
Action:

Timing:



K: ② AAH!
③ WOOF!

- K SLIPS AND FALLS
- PAN W/ KENT



START

240

vert
pan down
w/ Action



Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



Hi Cut

Sc. 121 *cont* Pnl. E

Bg.

day night



Sc. 122

Pnl. A

Bg.

day night



Dialog:

RK: (0/5) GREETINGS...

Action:

- SPACE BACKGROUND

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Timing:

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Production :

1025-172

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ADVENTURE TIME



Page 242

Sc. 122 CONT Pnl. B

Bg.

day night

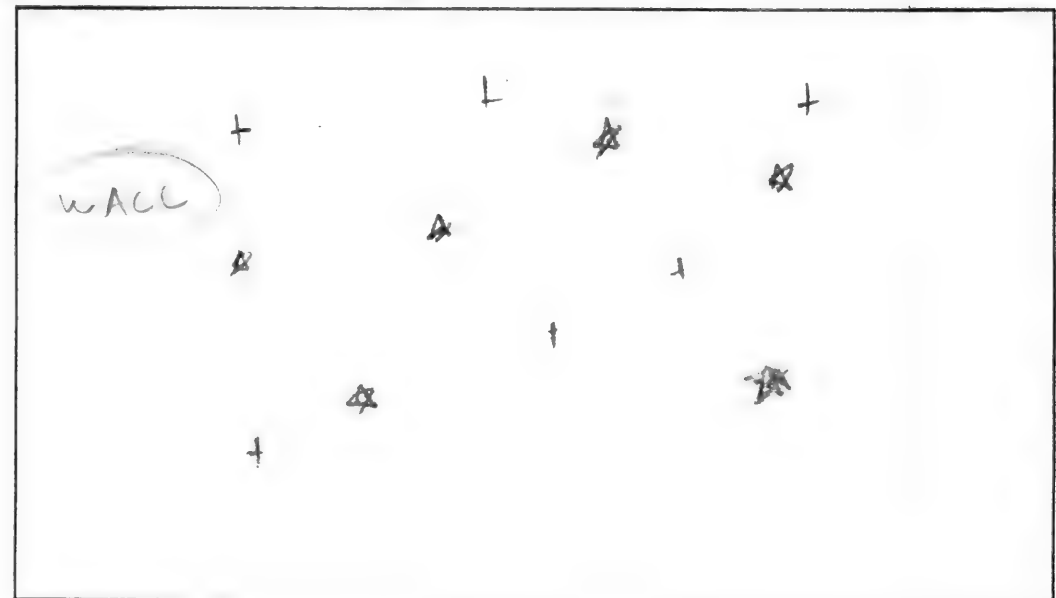


Sc. 123

Pnl. A

Bg.

day night



Dialog:

K: WHO'S THERE?

Action:

Timing:

*COSMIC STARRY BACKGROUND

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

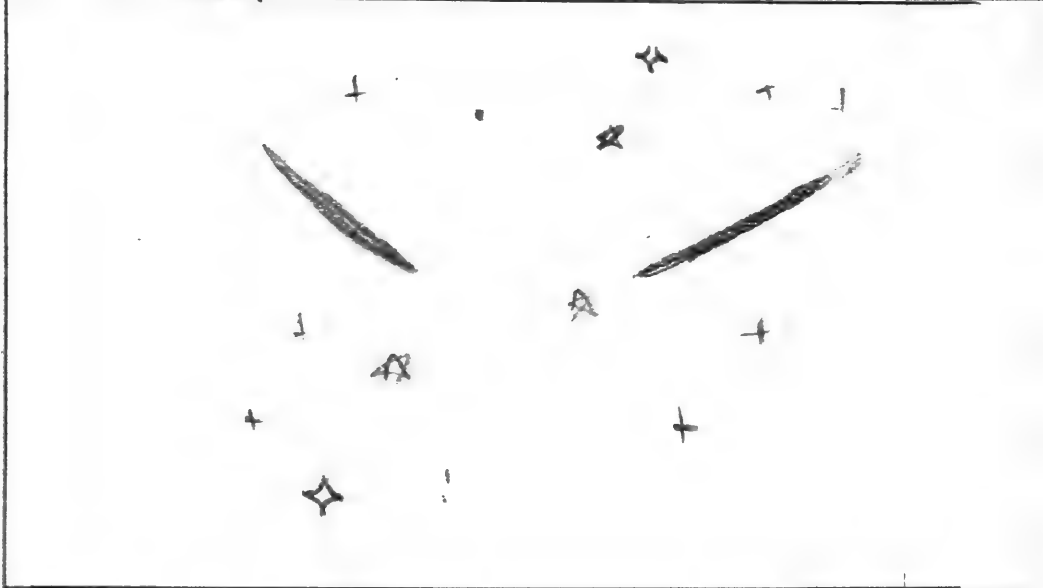
ADVENTURE TIME



Sc. 123 *cont* Pnl. B

Bg.

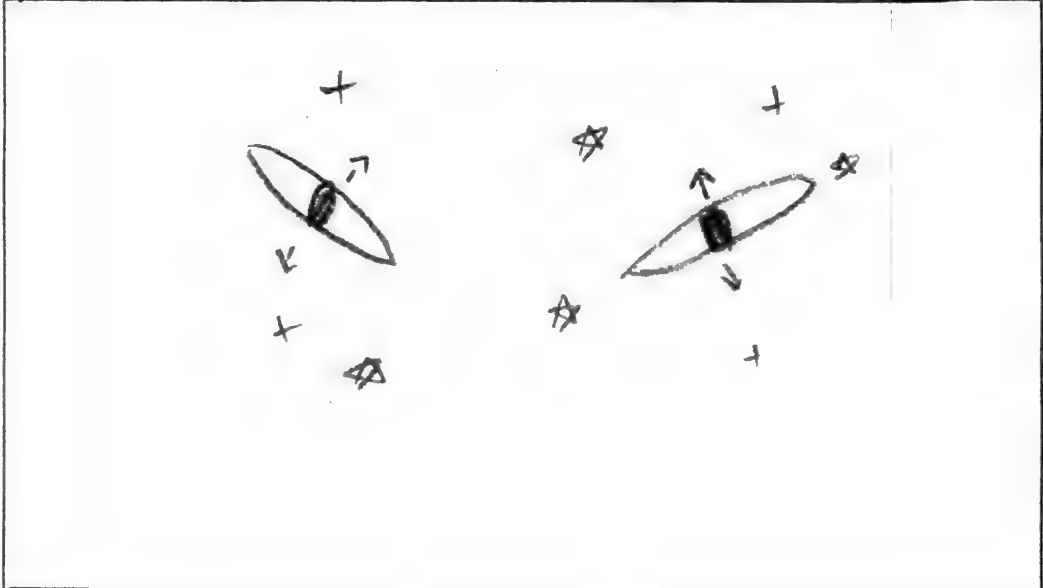
day night



Sc. 123 *cont* Pnl. C

Bg.

day night



Dialog:

RK: I --

X-DISS ON EYES &
Rat King skin color

RK: AM --

Action:

-EYES APPEAR

-EYES OPEN

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Timing:

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Production :

1025/172

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ADVENTURE TIME



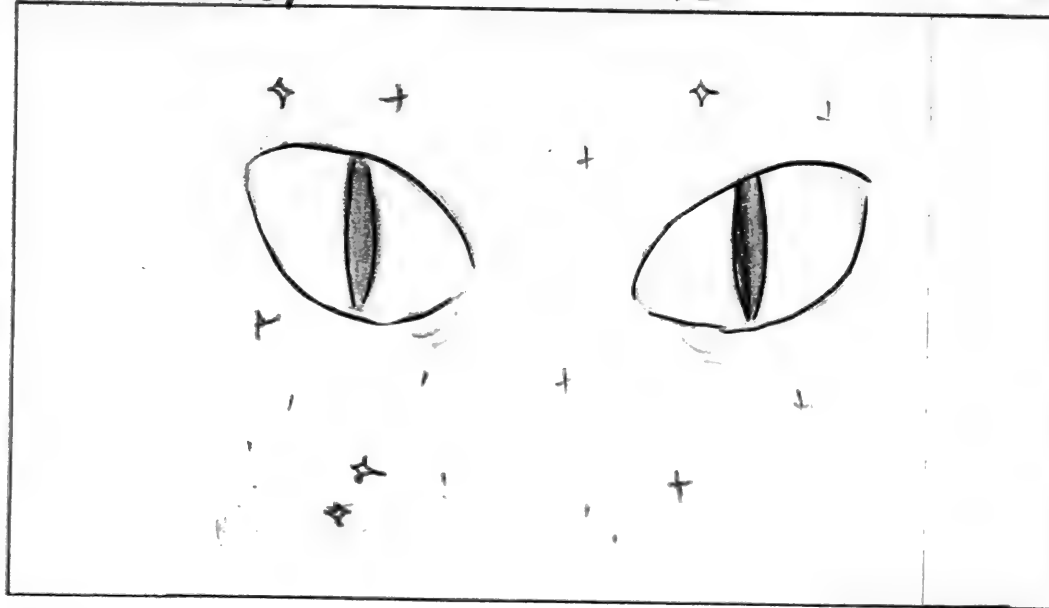
Page 244

Ho Cut

Sc. 123 *CONT* Pnl. D

Bg.

day night

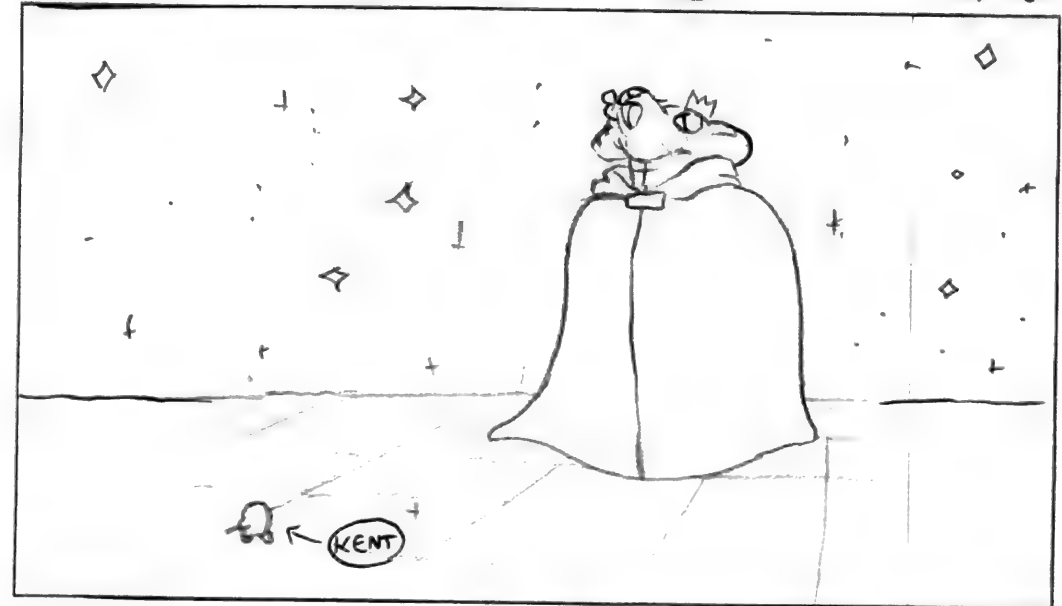


Sc. 124

Pnl. A

Bg.

day night



Dialog:

RK/ THE RAT KING!

Action:

-EYES FLASH OPEN

-CLOAK FLUTTERING

FEB 10 2014

Timing:



EPISODE # 1025-172

1025/172

Production :

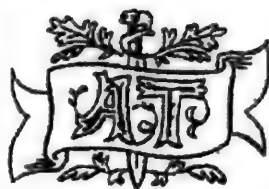
1025/172

1025/172

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HW
Cut

ADVENTURE TIME



HW
Cut

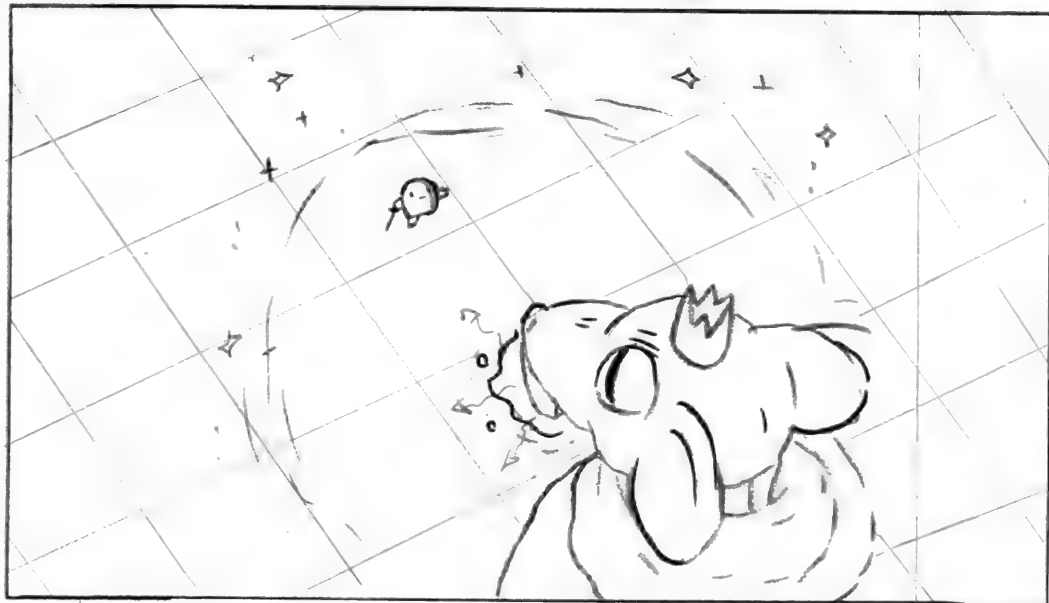
Page 245

Sc. 125

Pnl. A

Bg.

day night

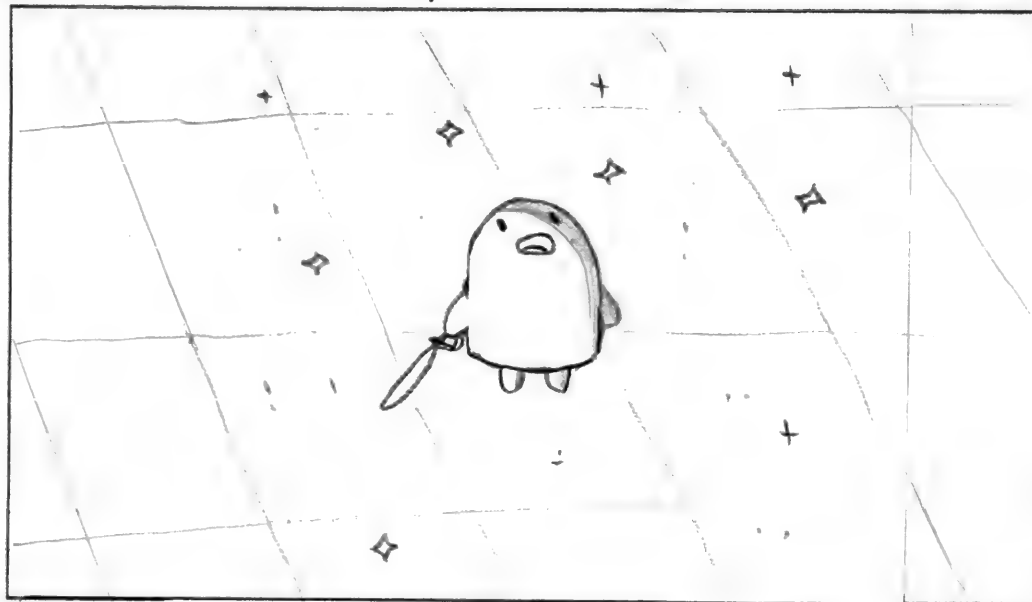


Sc. 126

Pnl. A

Bg.

day night



Dialog:

- DX Smoke Floats slowly
AWAY FROM MOUTH w/-
DISSIPATE (REPEAT AS CYCLE)

K: I-

Action:

- BL SPARKLE grow ON/OFF
FROM DX SMOKE AREA.

FEB 10 2011

Timing:

RAT KING :
" why ARE YOU HERE? "

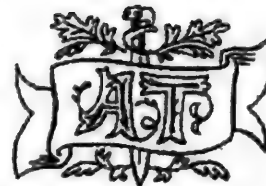
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

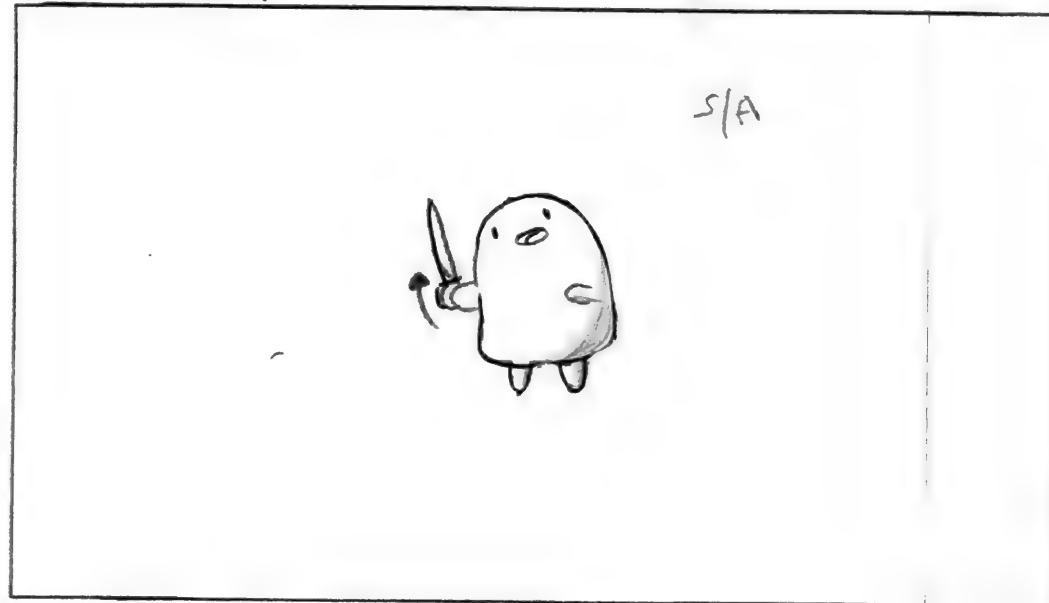


Page 246

Sc. 126 *cont* Pnl. B

Bg.

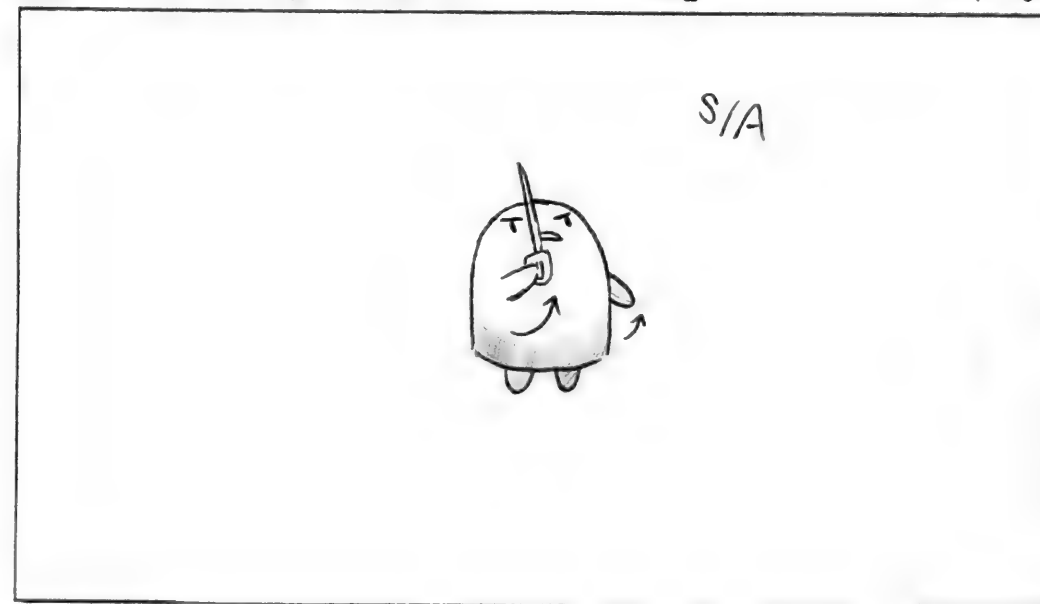
day night



Sc. 126 *cont* Pnl. C

Bg.

day night



Dialog:

K: I'VE GOT THIS, LIKE, THIS RAD SWORD ... AAND--

Action:

Timing:

FFB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

AV
Cut

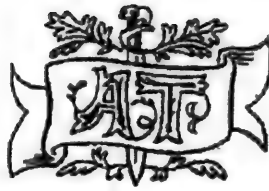
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1025/172

1025/172

He
Cut

ADVENTURE TIME



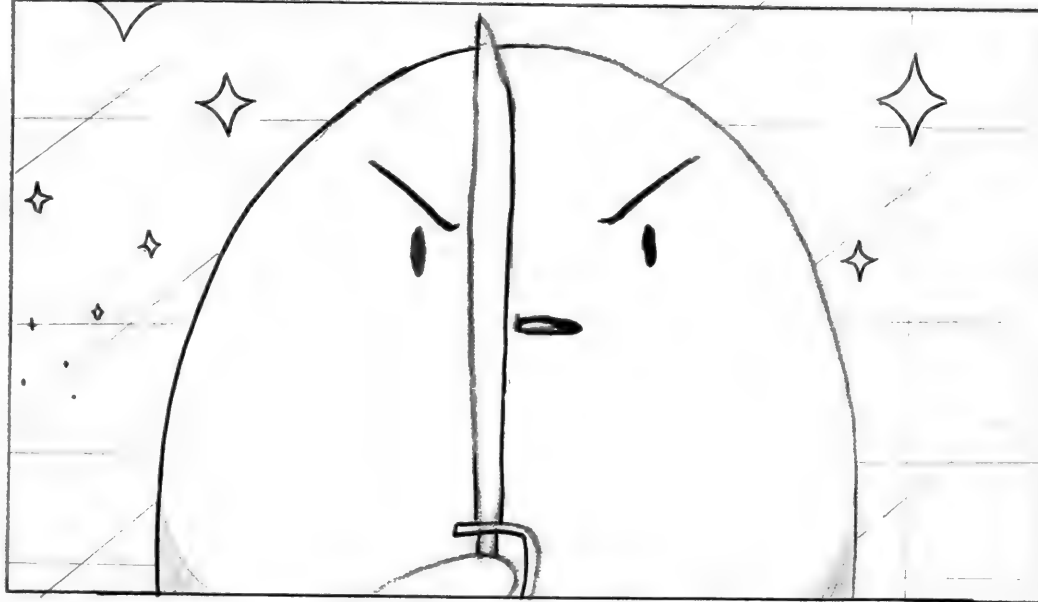
Page 247

Sc. 127

Pnl. A

Bg.

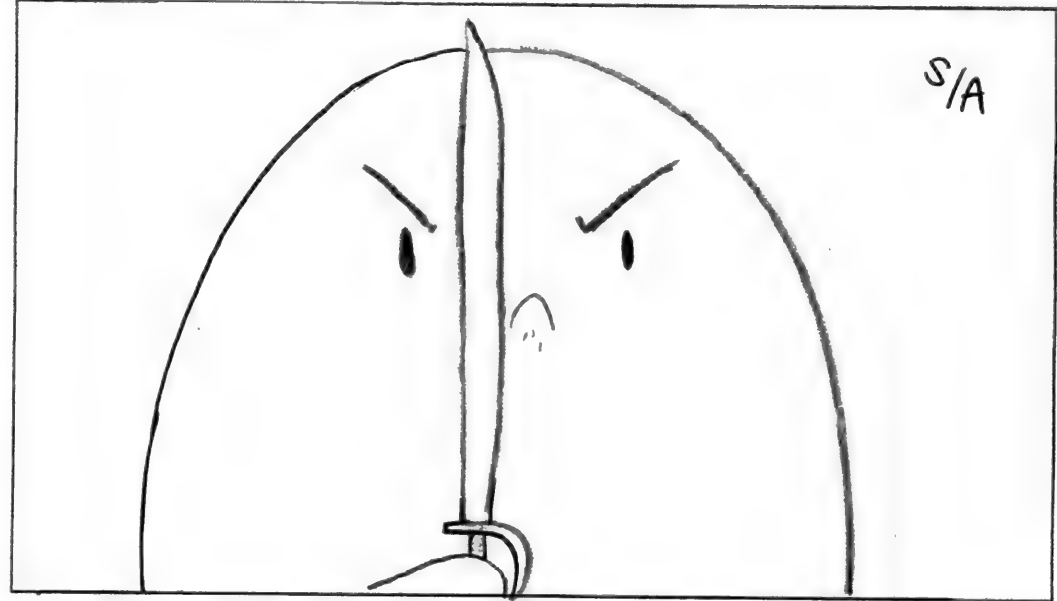
day night



Sc. 127 *CONT* Pnl. B

Bg.

day night



He
Cut

Dialog:

K: I'M GONNA FIGHT YOU WITH IT

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

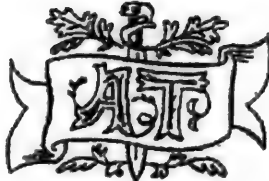
1025/172

Production :

1025/172

He
Cut

ADVENTURE TIME



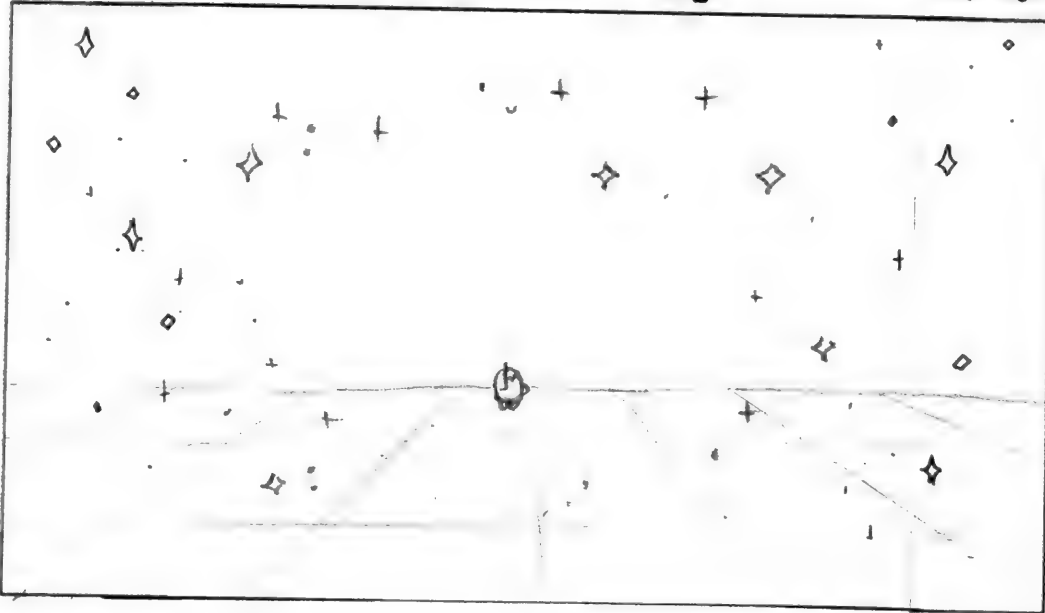
Page 248

Sc. 128

Pnl. A

Bg.

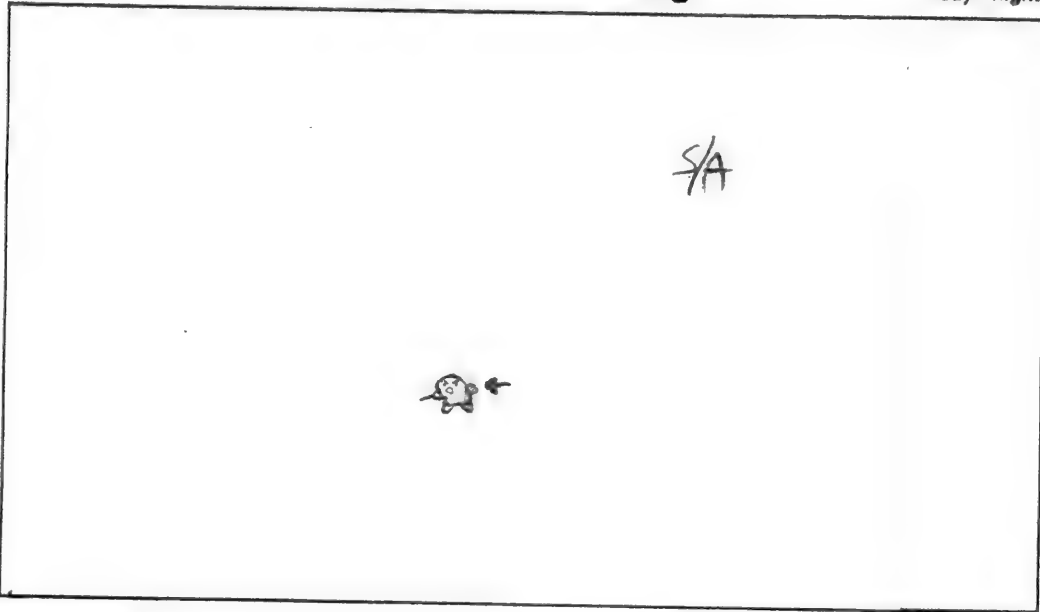
day night



Sc. 128 *CONT* Pnl. B

Bg.

day night



Dialog:

K: AAAH!

Action:

- K. RUNS FORWARD.

FEB 10 2014

Timing:

Production :

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1025/172

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ADVENTURE TIME



Page 249

Sc. 128 *CONT* Pnl. C

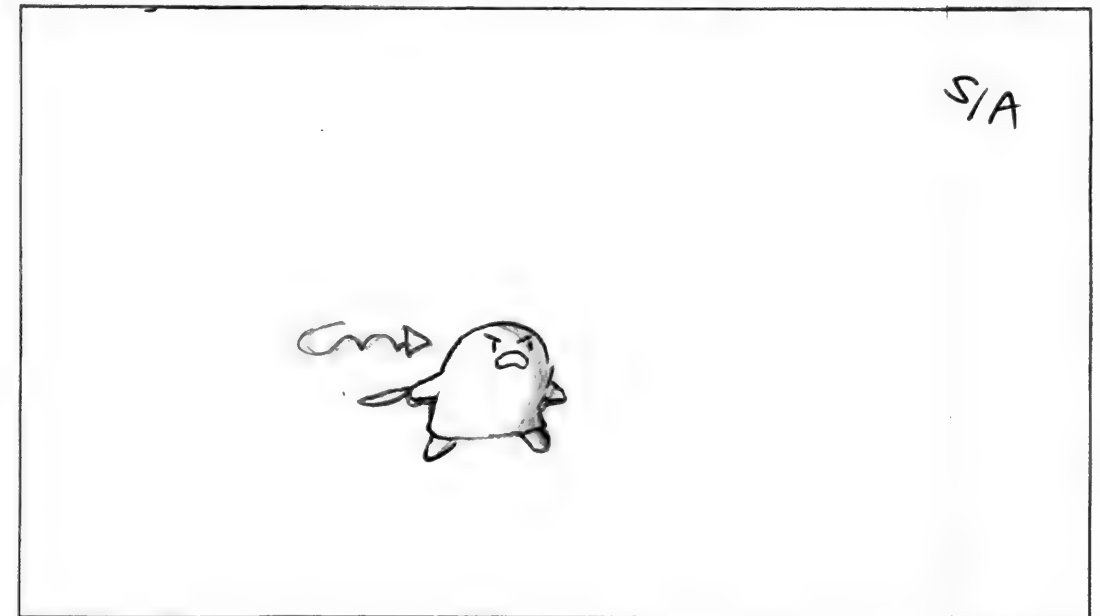
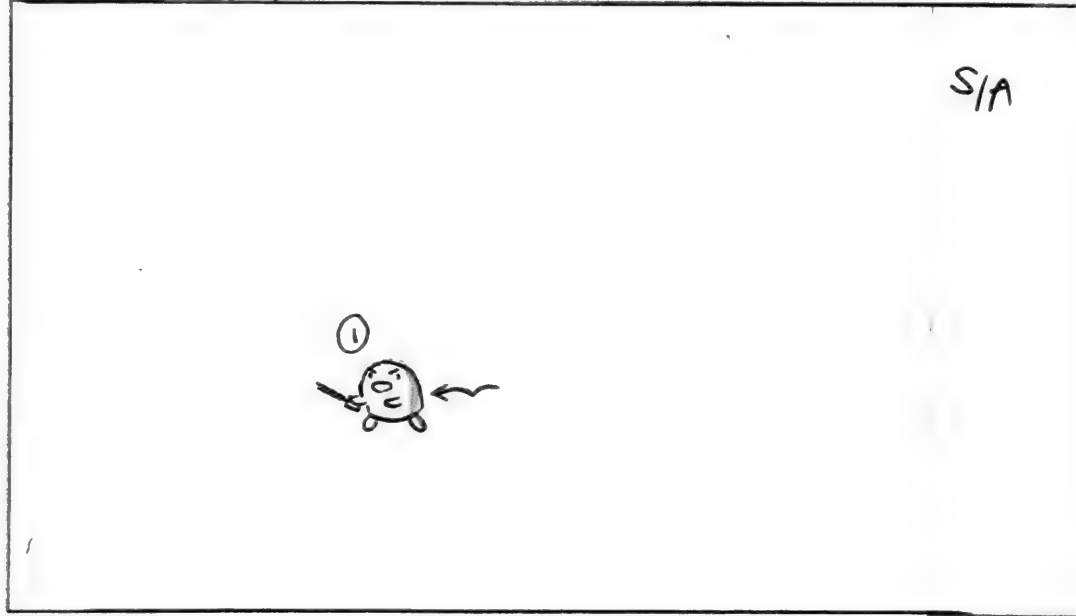
Bg.

day night

Sc. 128 *CONT* Pnl. D

Bg.

day night



Dialog:

K/ Ahhhh!

Action:

-K RUNS INTO FOREGROUND.

Timing:



FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

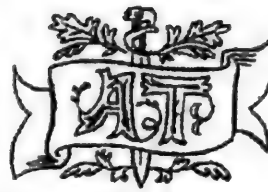
1025/172

1025/172

1025/172

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ADVENTURE TIME

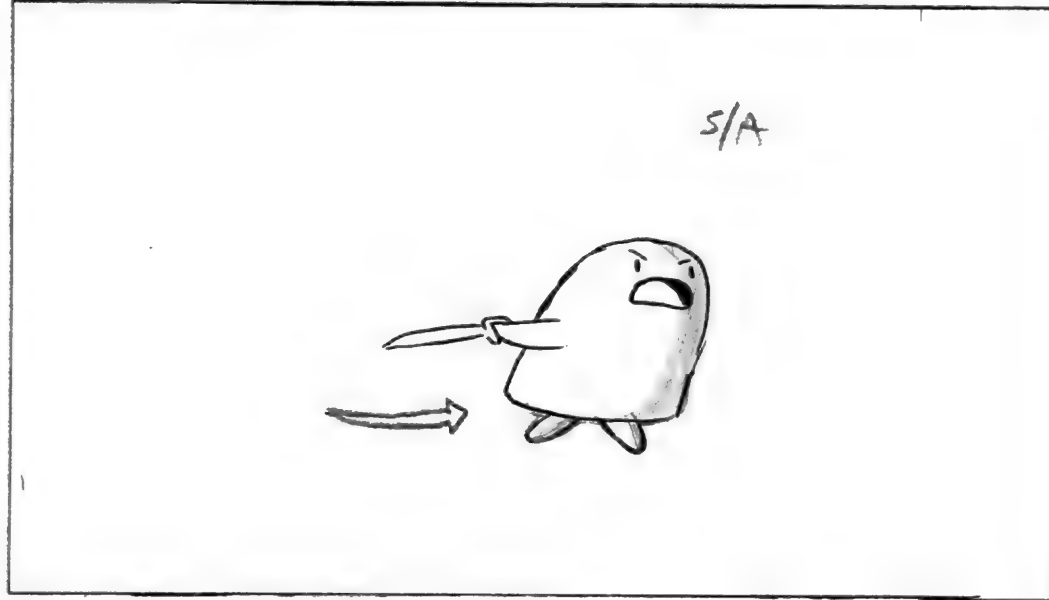


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Sc. 128 cont Pnl. E

Bg.

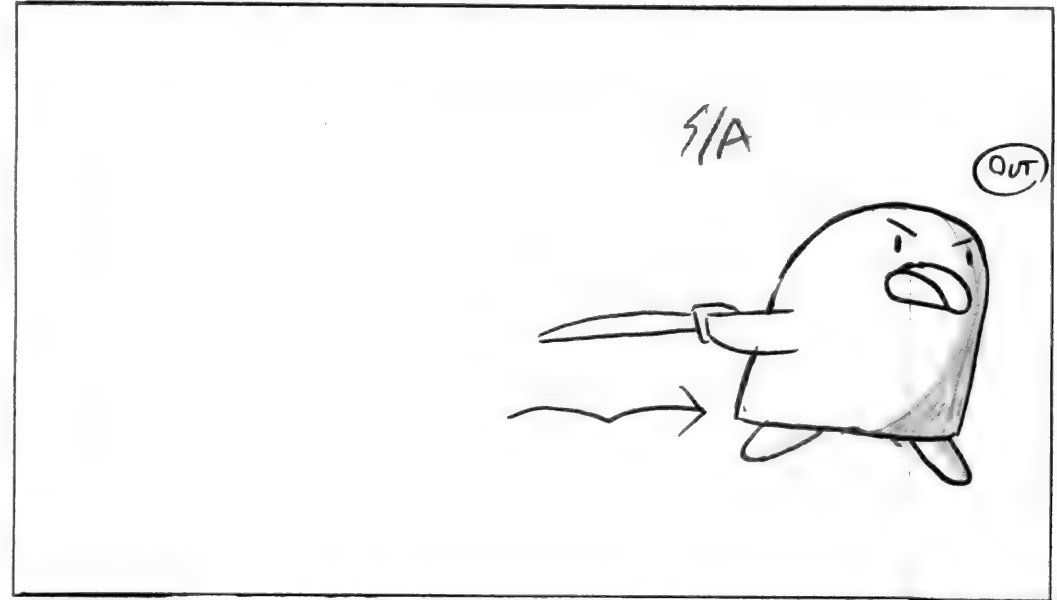
day night



Sc. 128 cont Pnl. F

Bg.

day night



Dialog:

K: aaaa hheeee

Action:

-K. RUNS OFF/S

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

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1025/172

ADVENTURE TIME



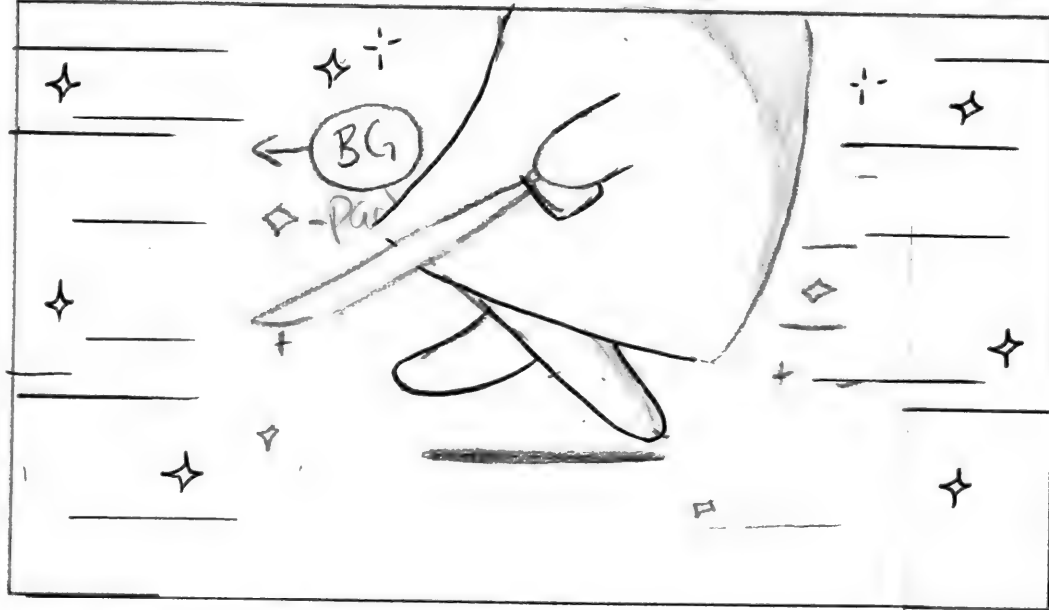
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Sc. 129

Pnl. A

Bg.

day night

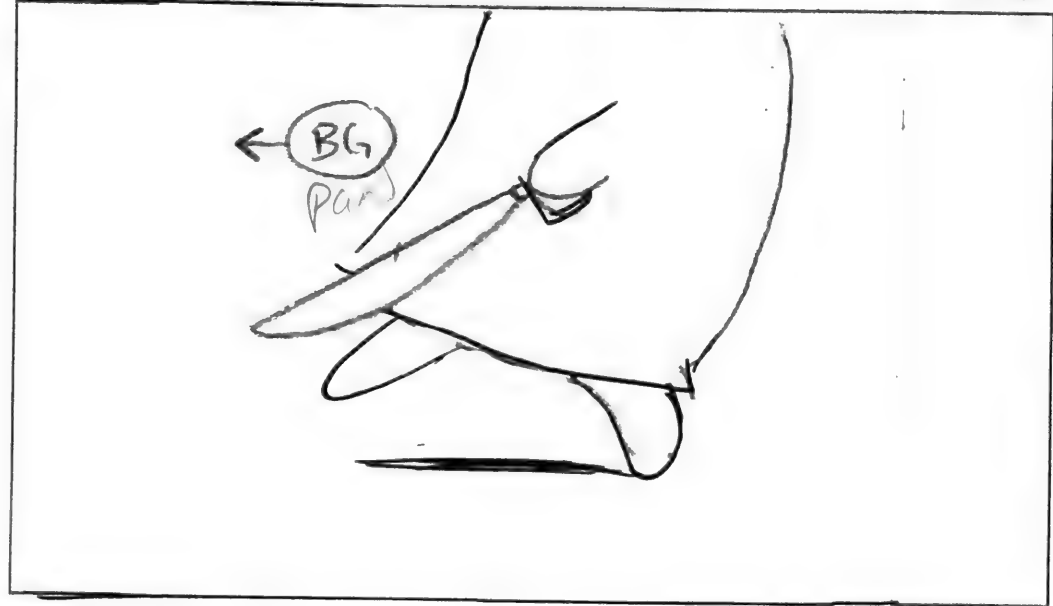


Sc. 129 *cont*

Pnl. B

Bg.

day night



Dialog:

K: aaaa hheee

Action:

- STARS STREAK BY IN BG.

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

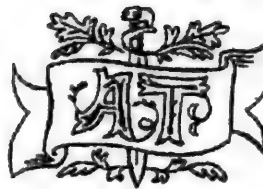
1025/172

1025/172

1025/172

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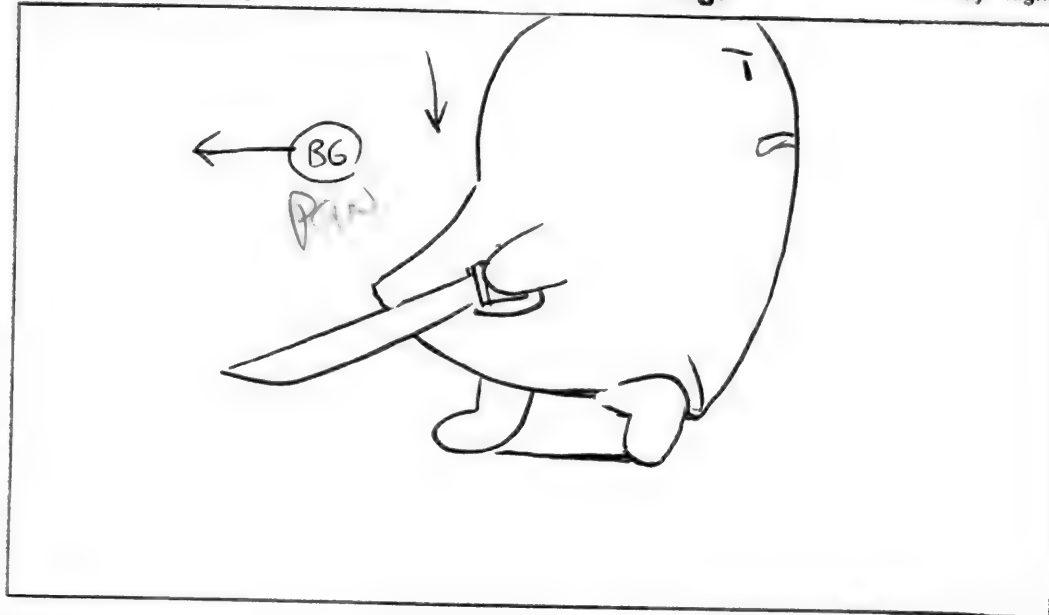
Page 252

Sc. 129 *CONT*

Pnl. C

Bg.

day night

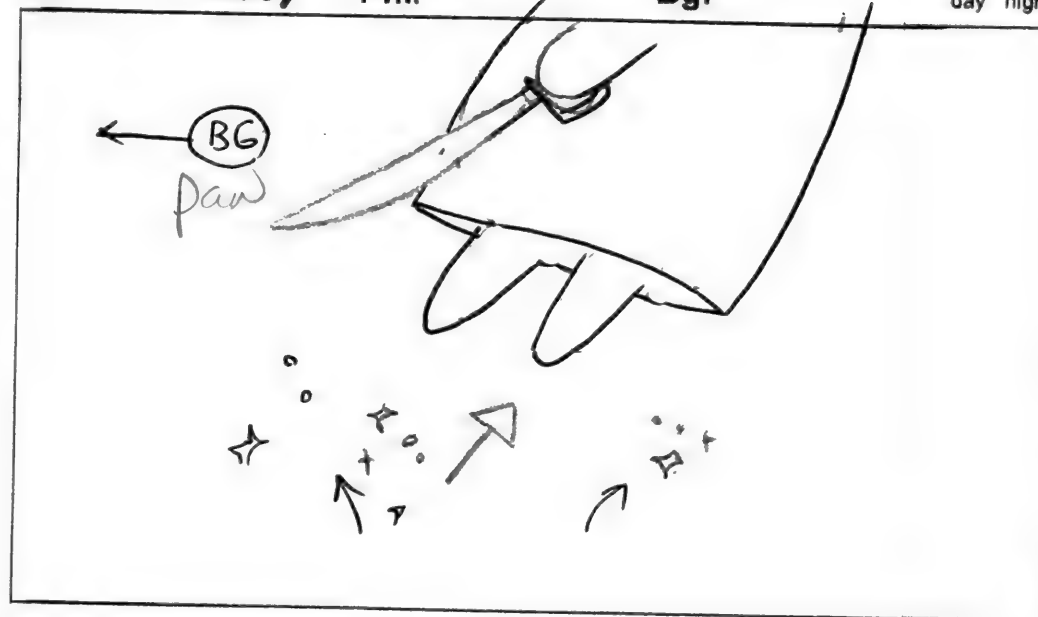


Sc. 129 *CONT*

Pnl. D

Bg.

day night



Dialog:

K: aaaaahheeee

SFX: *CHFF!*

Action:

-KICKS UP STAR DUST

FEB 10 2014

Timing:

Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME

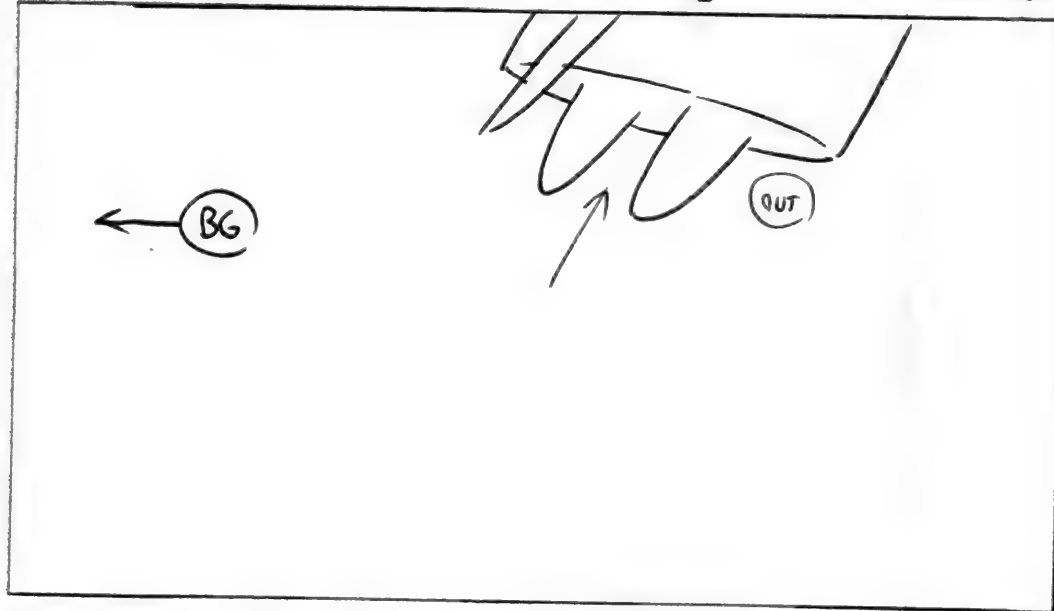


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Sc. 129 *CONT* Pnl. E

Bg.

day night

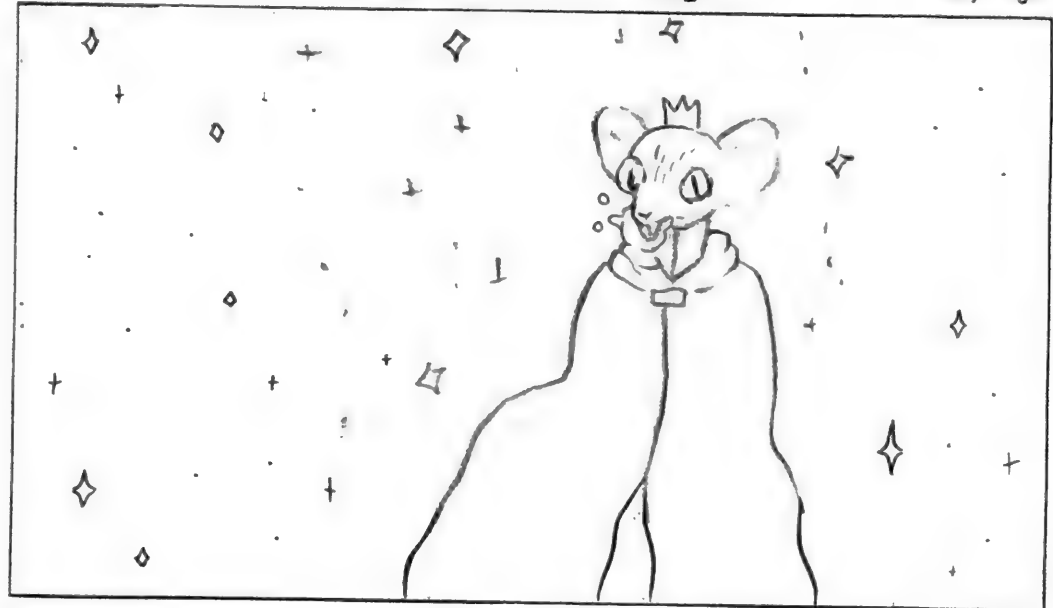


Sc. 130

Pnl. A

Bg.

day night



Dialog:

K: aaaaa h h

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

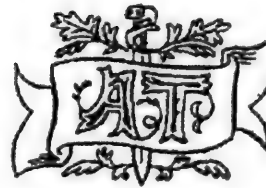
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1025/172

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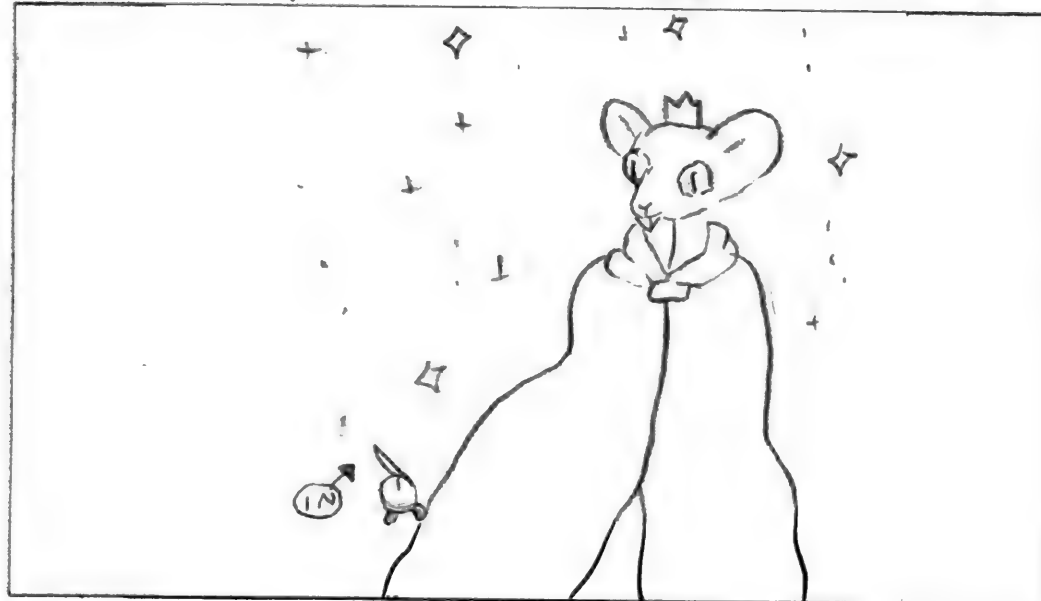
ADVENTURE TIME



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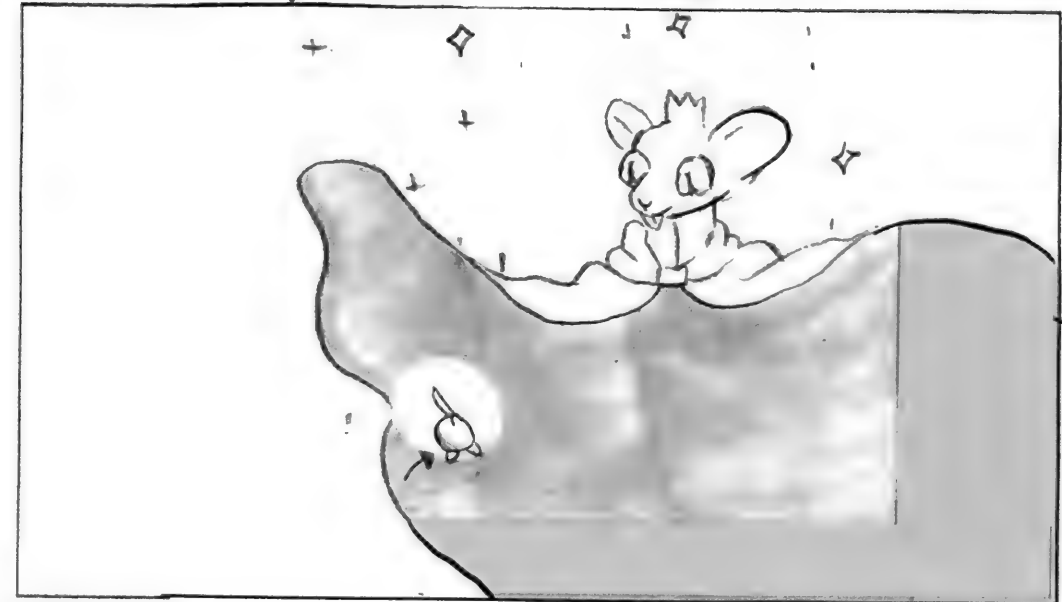
Sc. 130 CONT Pnl. B Bg.

day night



Sc. 130 CONT Pnl. C Bg.

day night



Dialog:

K: aaaaaa h h

Action:

- KENT FLIES ON/S

- RK CLOAK FLIES OPEN

FEB 10 2014

Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



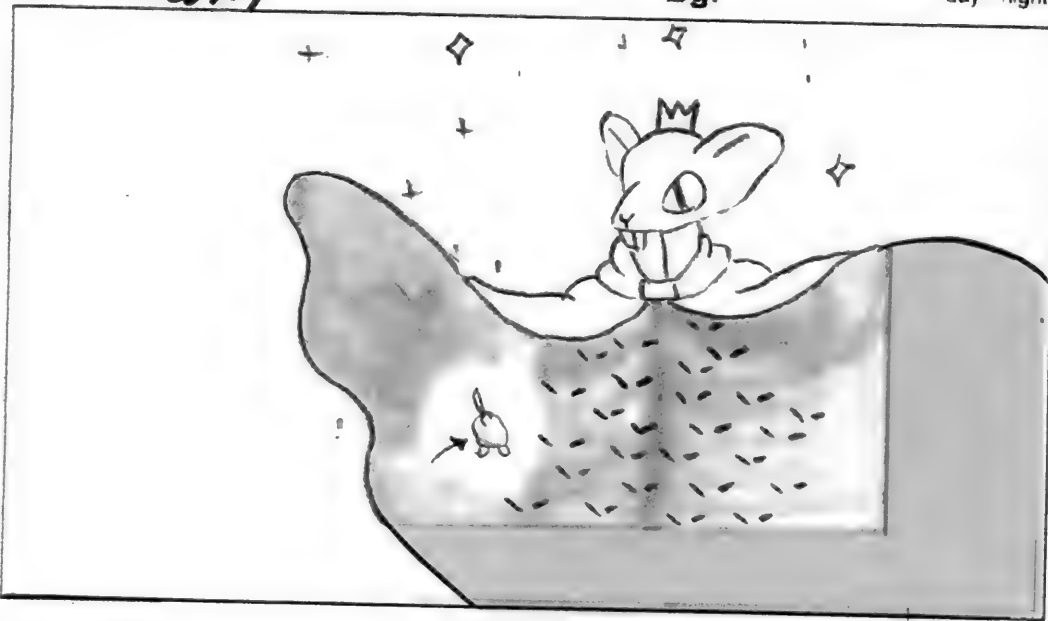
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Sc. 130 *CONT*

Pnl. D

Bg.

day night

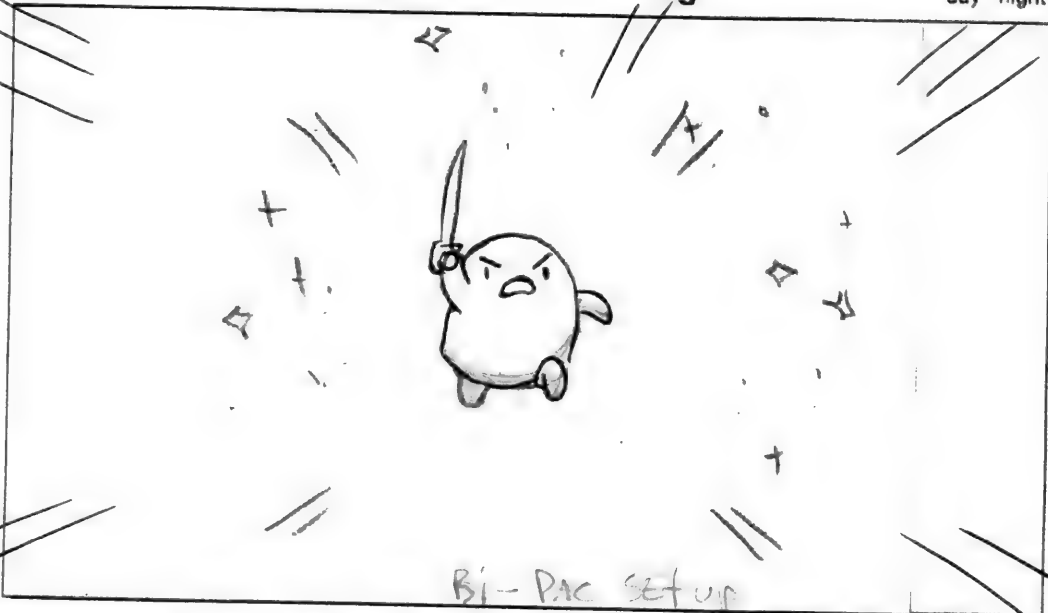


Sc. 131

Pnl. A

Bg.

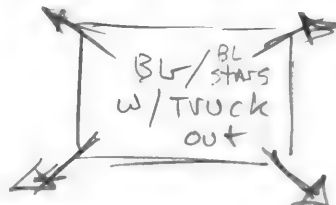
day night



Bi-Pac Setup

Dialog:

K: aaaaaa h h



Action:

- EYES APPEAR INSIDE CAVE.

- KENT JUMPING TOWARDS CAMERA

Timing:

FEB 10 2014

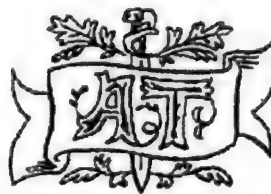
Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



Cut

Page 256

Sc. 131 *cont*

Pnl. B

Bg.

day night

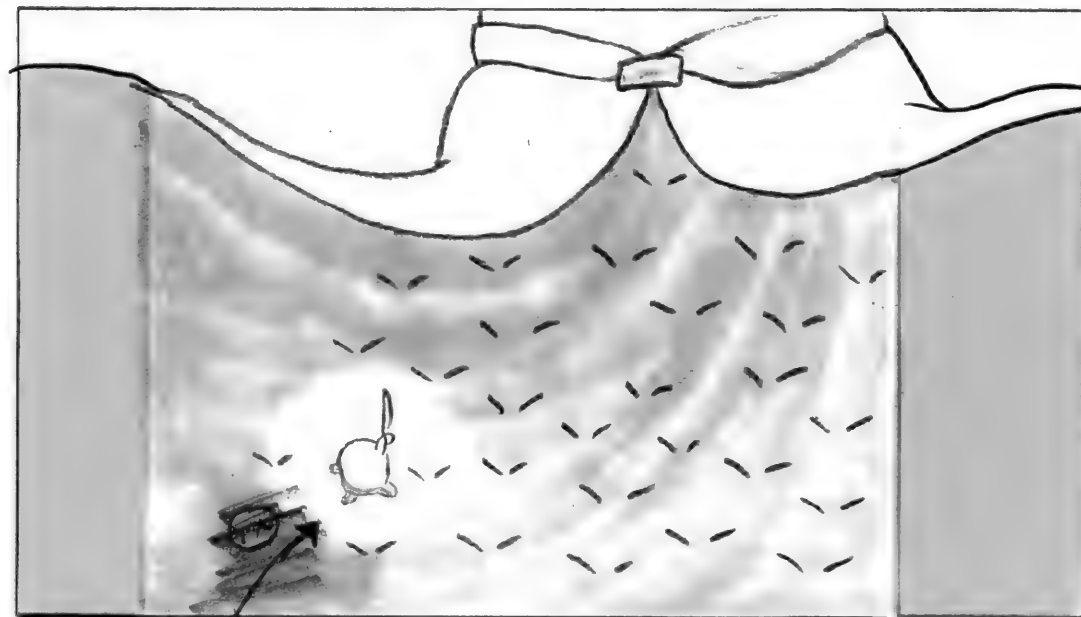


Sc. 132

Pnl. A

Bg.

day night



Dialog:

K: aaaa hheeee

Action:

- K GAINS ON CAM. AS HE FLIES FORWARD.

- eeeeeeeeeeee

Timing:

FEB 1 0 2014

Production :

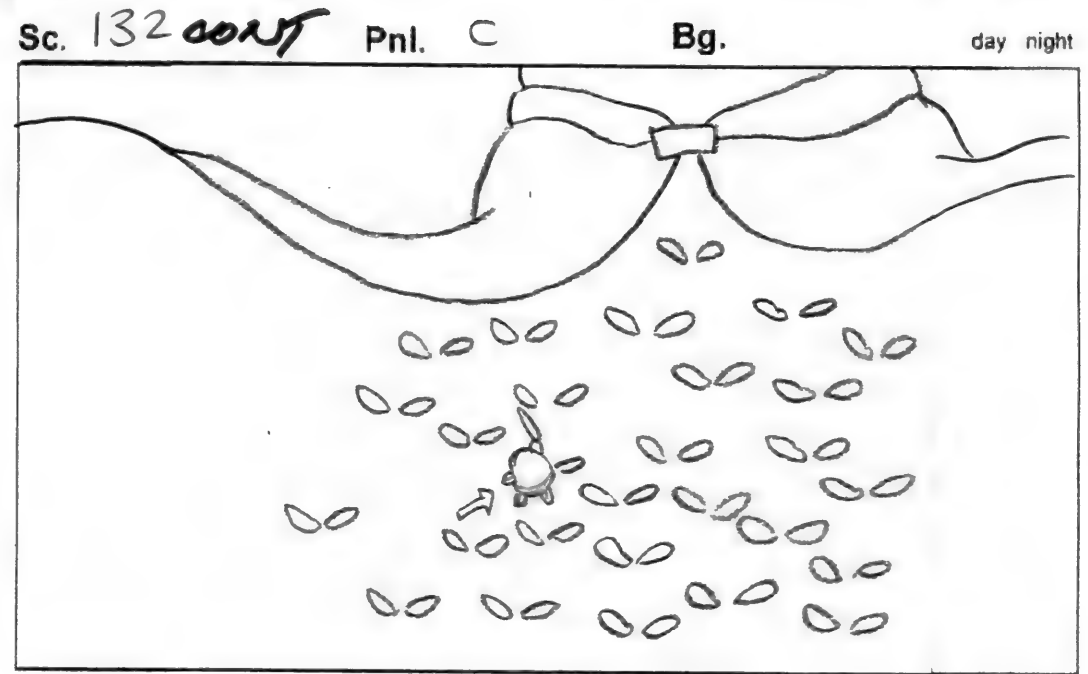
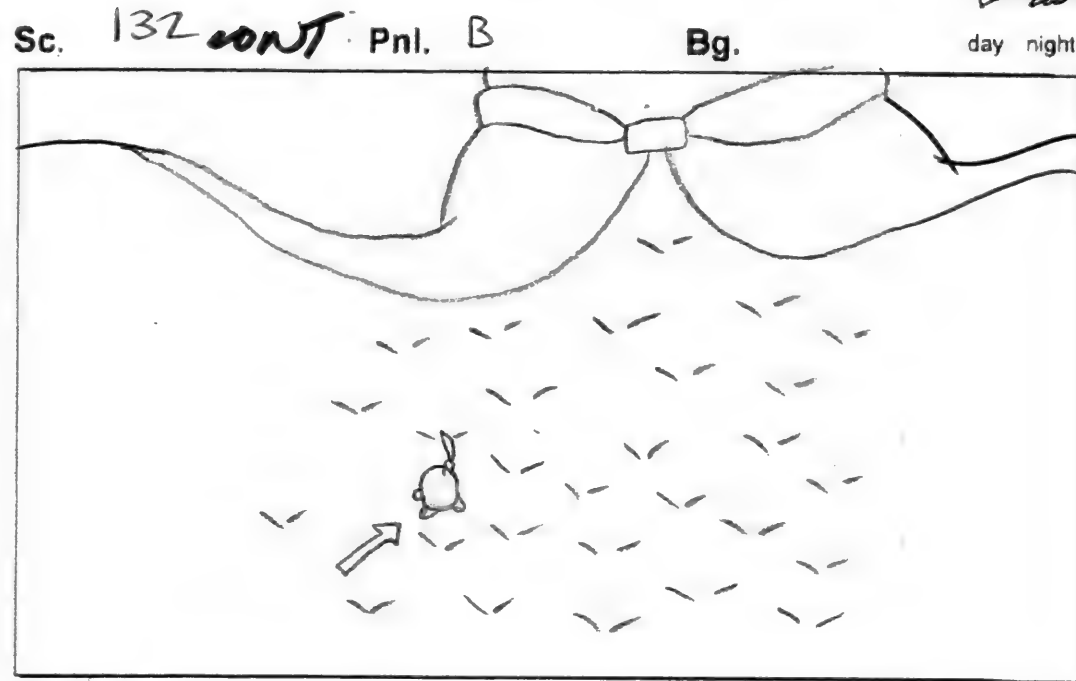
EPISODE # 1025-172
1025/172

1025/172

ADVENTURE TIME



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Dialog:

K: eeeeeeeeeee ee

Action:

-SFX RAT SCURRYING

-EYES OPEN

FEB 10 2014

Timing:

1025/172

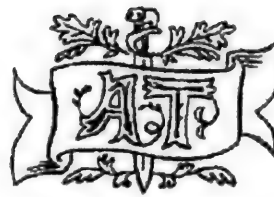
EPISODE # 1025-172

1025/172

Production:

1025/172

ADVENTURE TIME



Page 258

Sc. 133 Pnl. A Bg. day night



Sc. 133 cont Pnl. B Bg. day night



Dialog:

K: eeeeeeeeeee

Action:

- WALL OF RATS

- K. TRIES TO TURN AWAY

FEB 10 2014

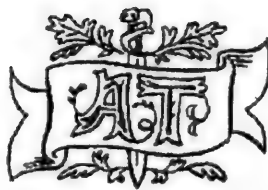
Timing:

EPISODE # 1025-172
1025/172

Production :

1025/172

ADVENTURE TIME



Page 259

Sc. 133 *cont*

Pnl. C

Bg.

day night

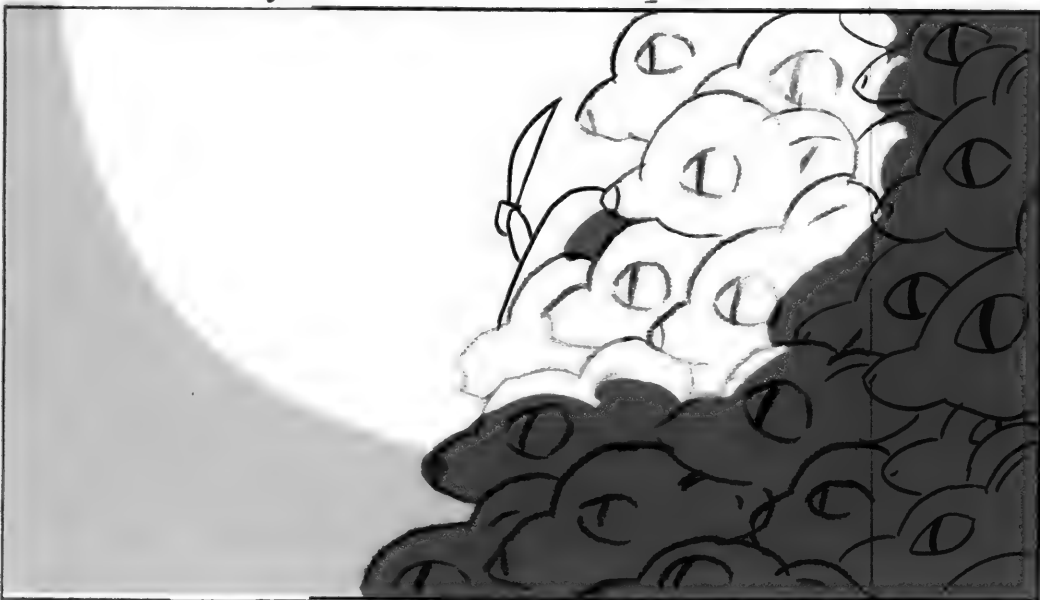


Sc. 133 *cont*

Pnl. D

Bg.

day night



Dialog:

K: - e e e e e e e w w w - -

Action:

- K. SINKS INTO WALL OF HEADS

FEB 10 2014

Timing:

EPISODE #

1025/172

Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME



Page 260

Sc. 133 *CONT* Pnl. E

Bg.

day night



Sc. 133 *CONT* Pnl. F

Bg.

day night



Dialog:

K: a r r r r r --

Action:

K: - g g h h h --

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



Page 261

Sc. 133 *cont*

Pnl. G

Bg.

day night



Sc. 134

Pnl. A

Bg.

day night



Dialog:

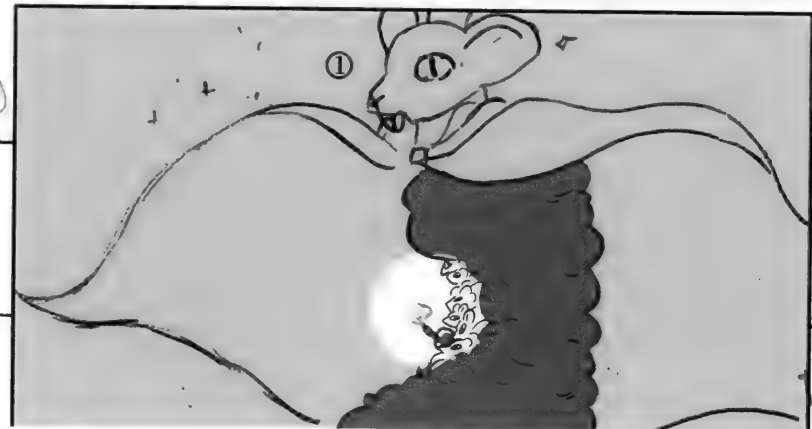
K: - u u u u u

Action:

- KENT PUSHES RATS TO THE SIDE WITH SWORD

Timing:

(AI)



FEB 10 2014

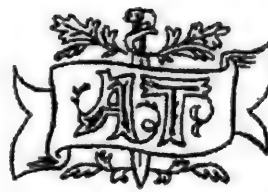
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page 262

Sc. 134 *cont* Pnl. B

Bg.

day night



Sc. 134 *cont* Pnl. C

Bg.

day night



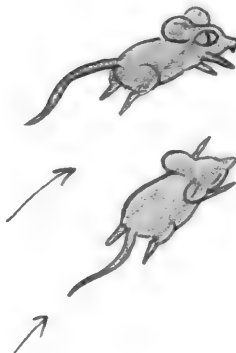
Dialog:

Action:

Timing:

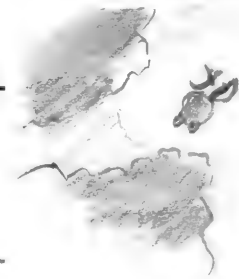
(DETAIL)

REFERENCE FOR RATS
FLYING OFF



FEB 10 2014

- K. PUSHES ALL THE WAY THROUGH HEADS.



EPISODE # 1025-172

1025/172

Production:

1025/172

140
Curt

ADVENTURE TIME



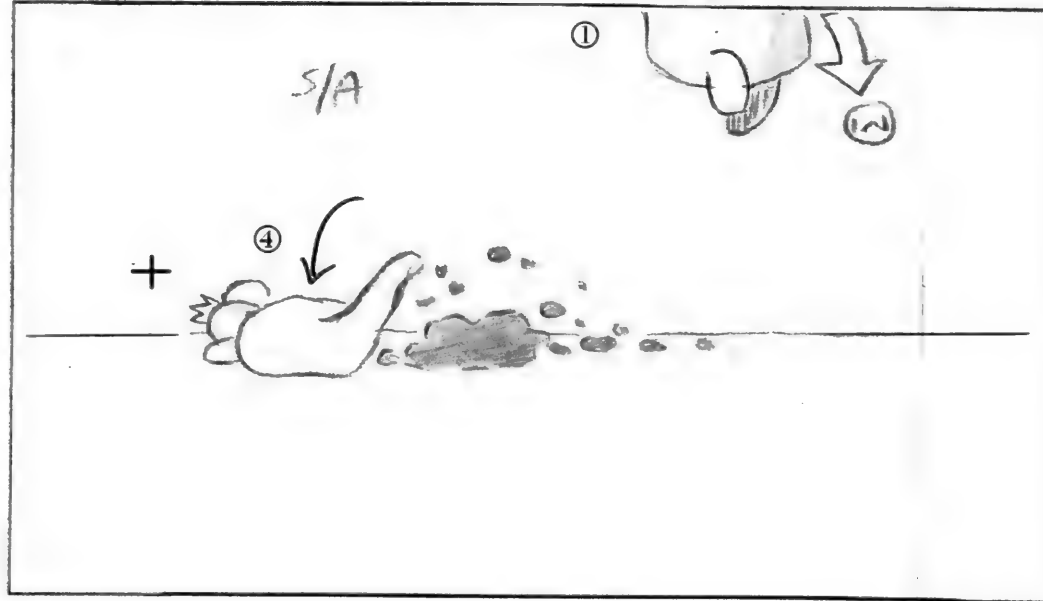
Page 263

Sc. 135

Pnl. A

Bg.

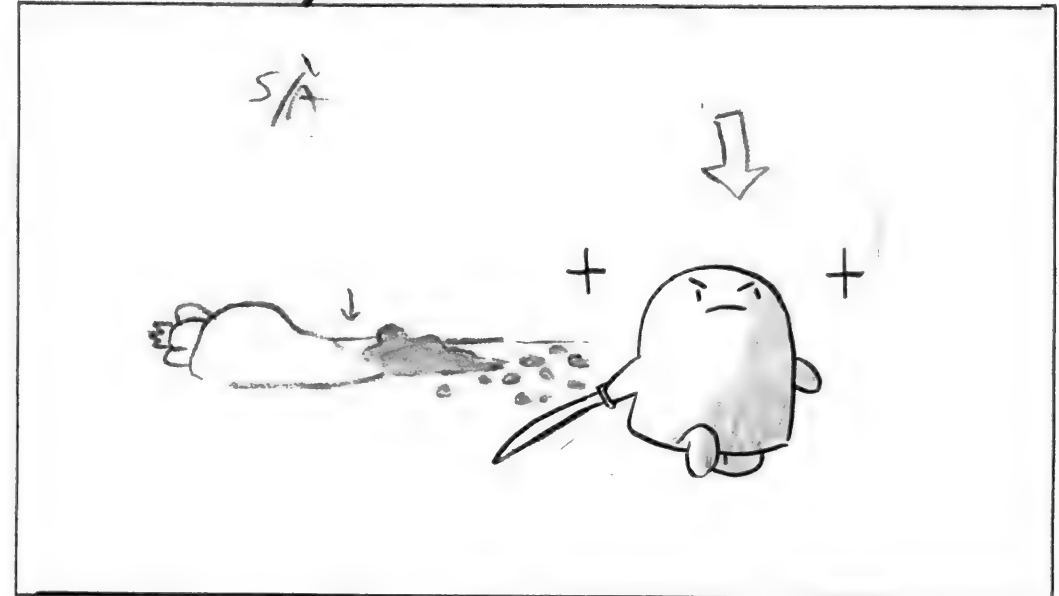
day night



Sc. 135 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: *THOOM!* *

Action:

- RAT KING COLLAPSES

- KENT LANDS IN FOREGROUND

Timing:



EPISODE# 1025-172

1025/172

1025/172

ADVENTURE TIME

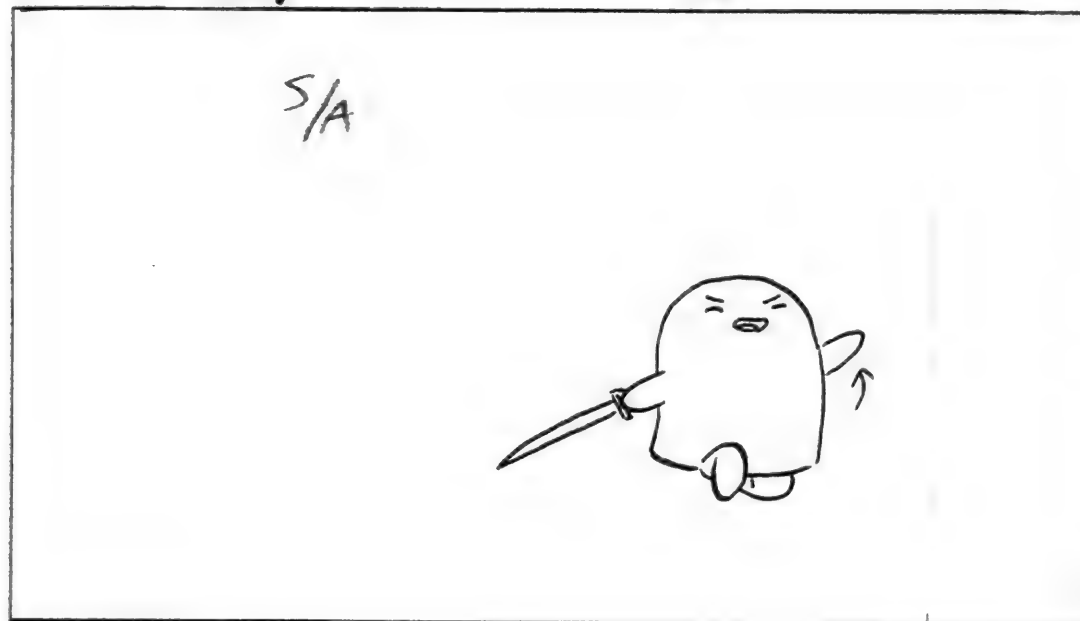


Page 264

Sc. 135 *cont* Pnl. C

Bg.

day night



Sc. 136

Pnl. A

Bg.

day night



Dialog:

K/ Yes.

Action:

FEB 10 2014

Timing:

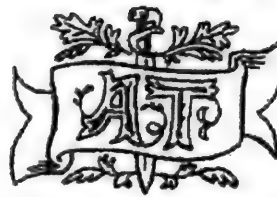
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

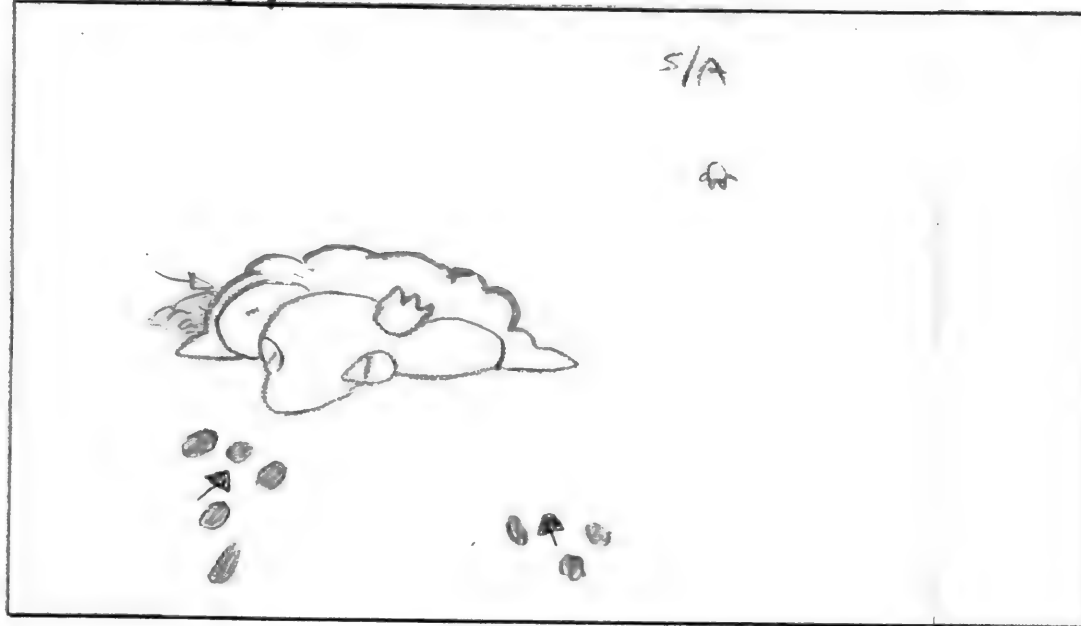


Page 265

Sc. 136 *CONT* Pnl. B

Bg.

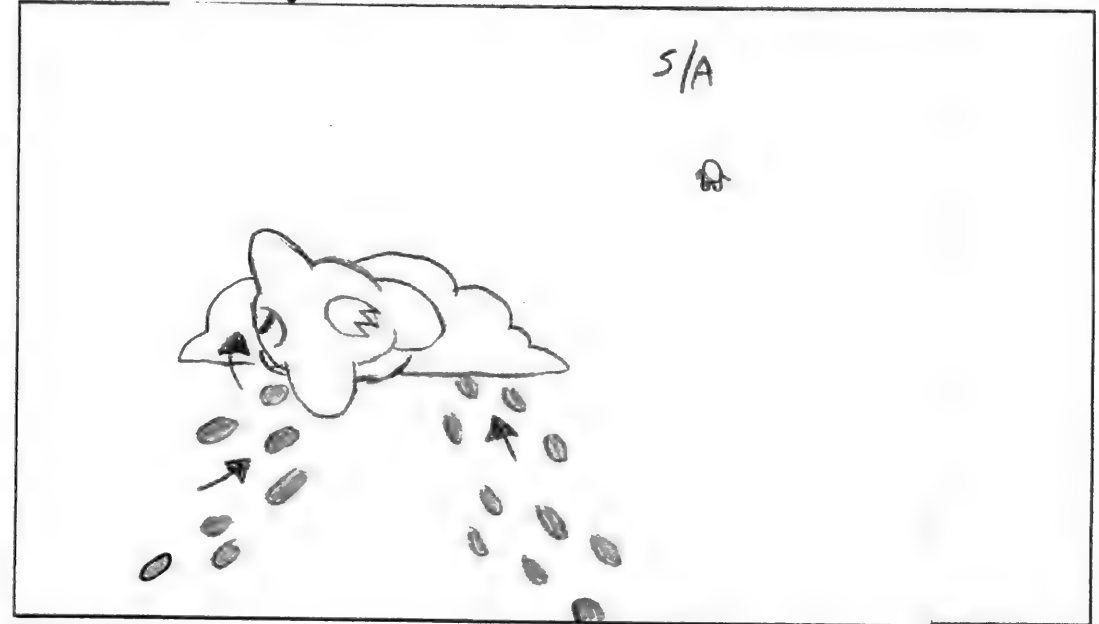
day night



Sc. 136 *CONT* Pnl. C

Bg.

day night



Dialog:

RK : WHO ARE --

Action:

- RATS MOVE TOWARDS RK

Timing:

DETAIL:

REFERENCE FOR
RATS RUNNING



RK: YOU FIGHTING -

Pro

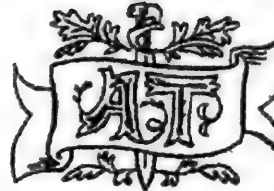
1025/172

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



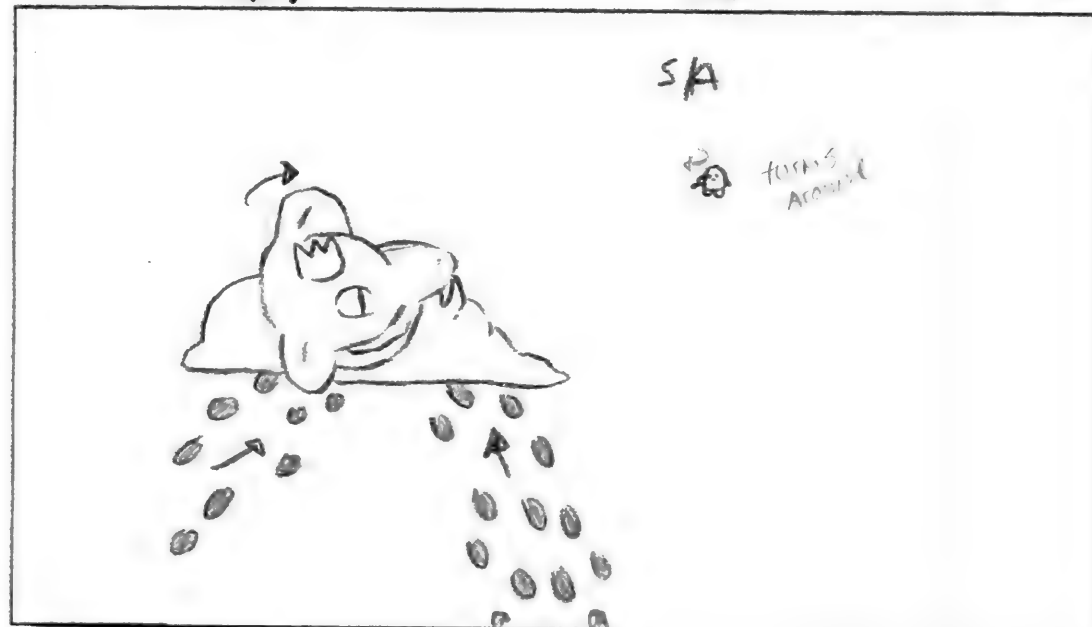
Page 268

HW
cut

Sc. 136 CONT Pnl. D

Bg.

day night



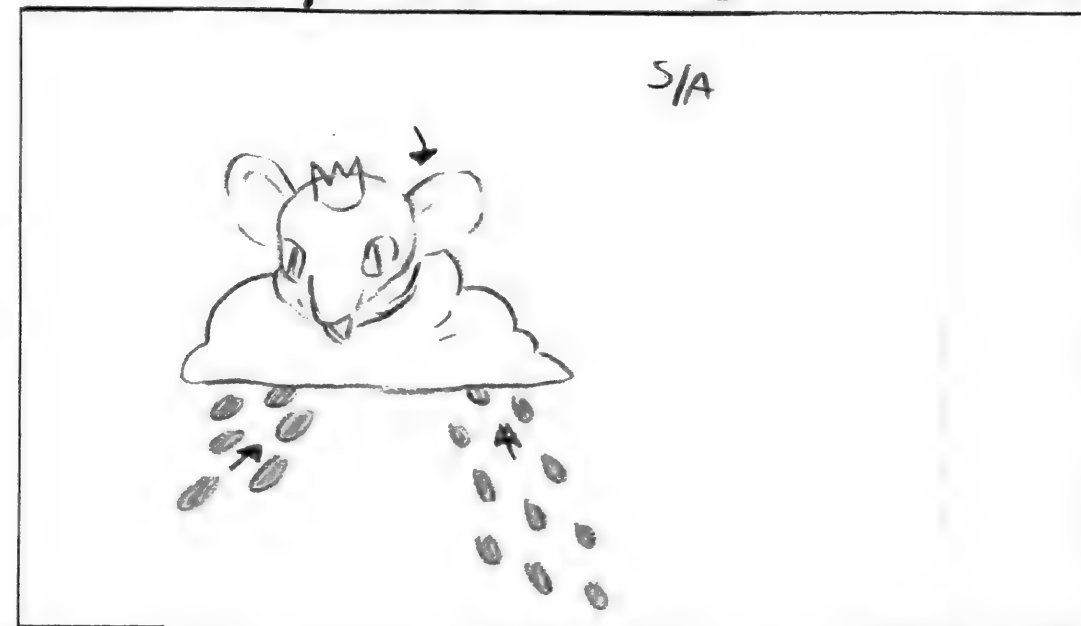
S/A

turns Around

Sc. 136 CONT Pnl. E

Bg.

day night



S/A

Dialog:

Detail
EXPRESSION



RK: ME FOR?

RK: - YOUR BROTHER?

Action:

- RK STARTS RISING/FILLING
- K. TURNS AROUND.

FEB 10 2014

Timing:

EPISODE # 1025-172

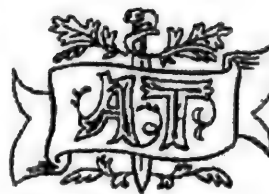
1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Page 267

Sc. 137

Pnl. A

Bg.

day night

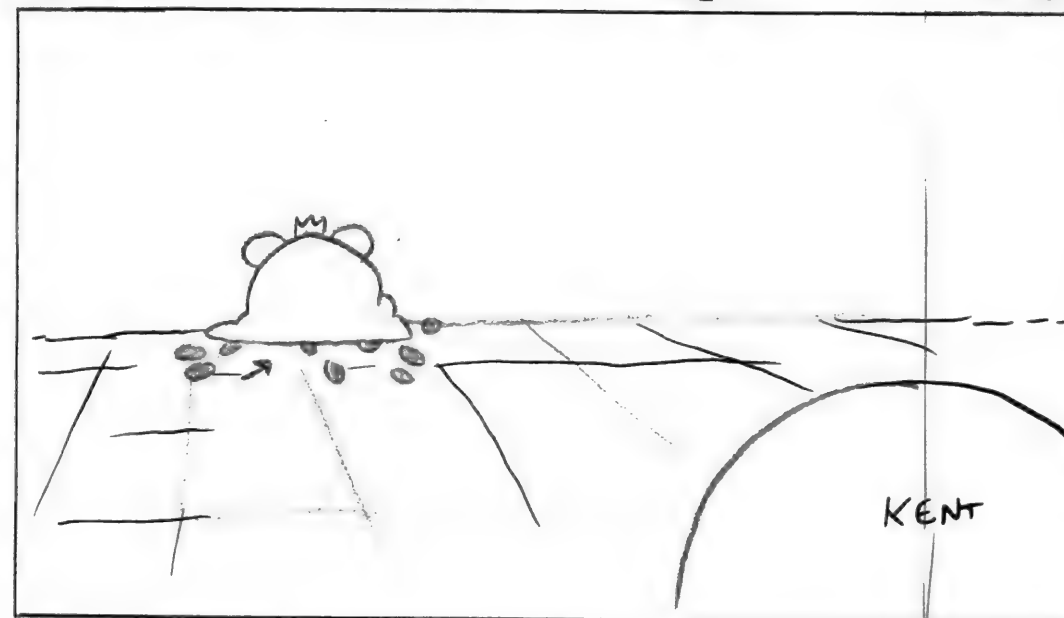


Sc. 138

Pnl. A

Bg.

day night



Dialog:

K: WHAT?

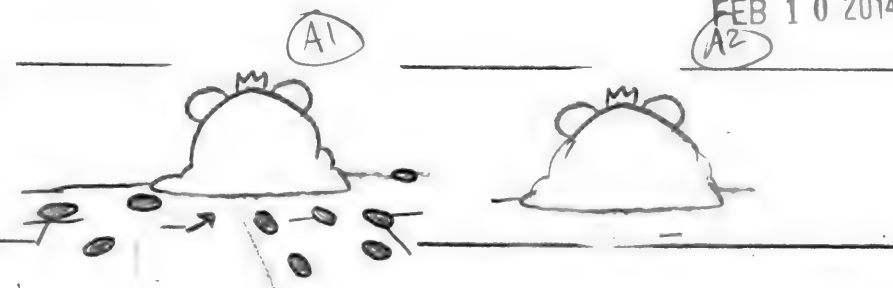
RK: INSTEAD, WHY DON'T YOU
JOIN ME...

Action:

DETAIL: REF. FOR RUNNING
RATS



Timing:



EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



HW
Cut

Page 268

Sc. 138 *cont* Pnl. B

Bg.

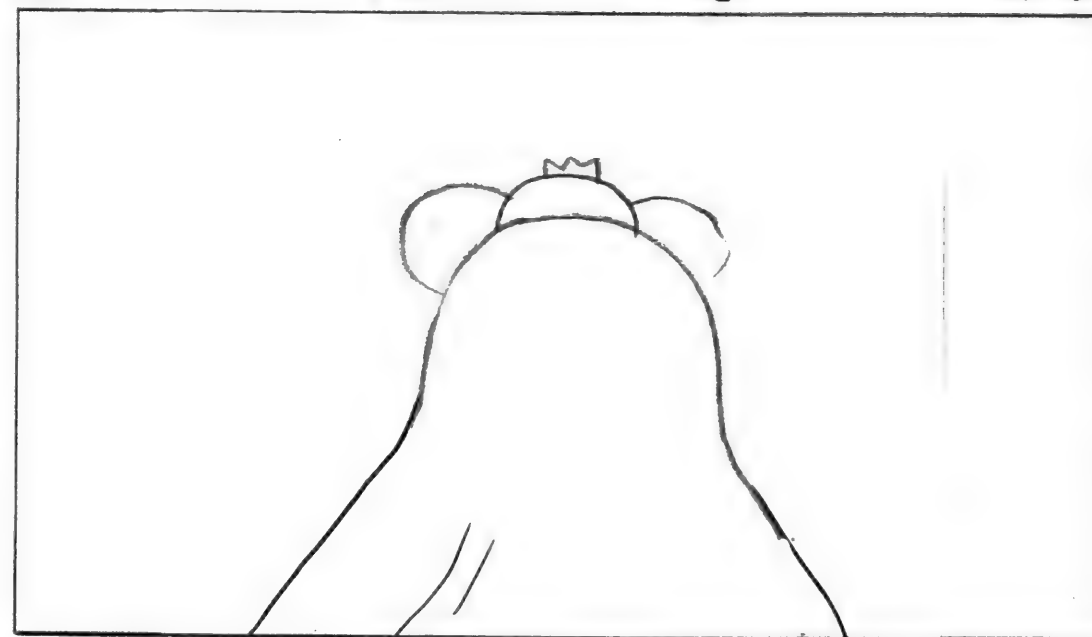
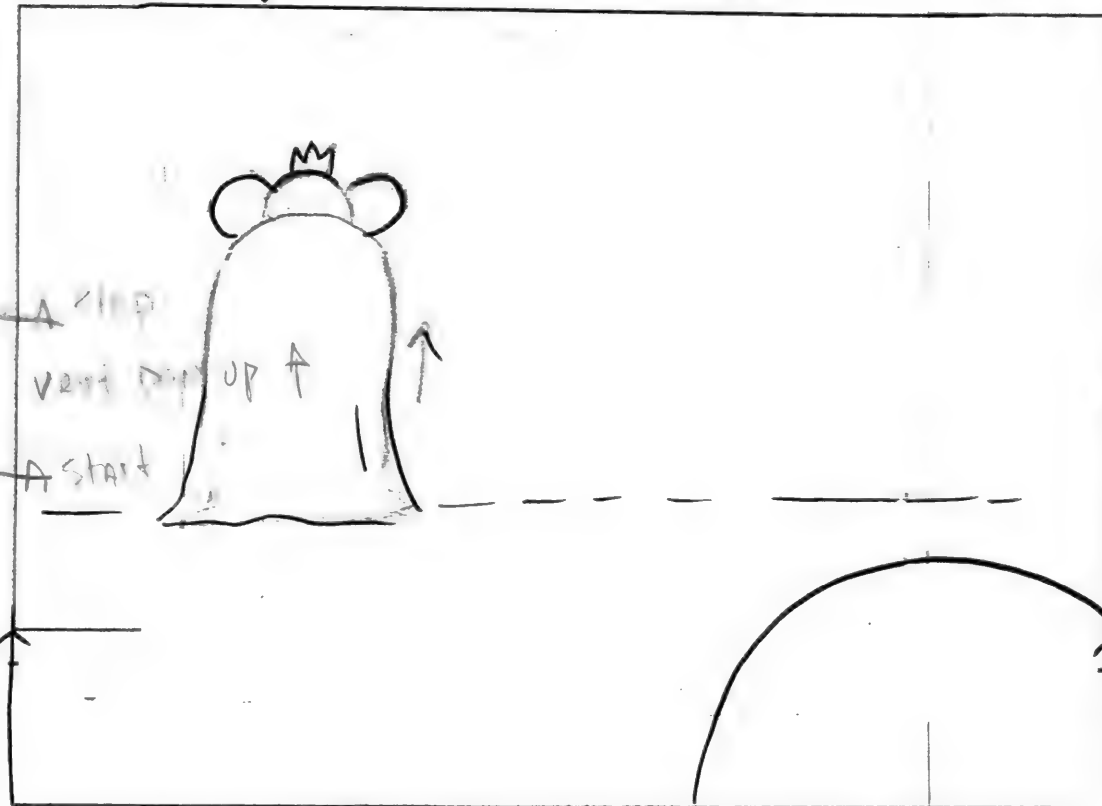
day night

Sc. 139

Pnl. A

Bg.

day night



Action: *vert Pan w/-*
-RK RISES

FEB 10 2014

Timing:

1025/172

EPISODE # 1025-172
1025/172

Production :

1025/172

ADVENTURE TIME



Handwritten initials 'H.C.' and 'C.T.' next to the logo.

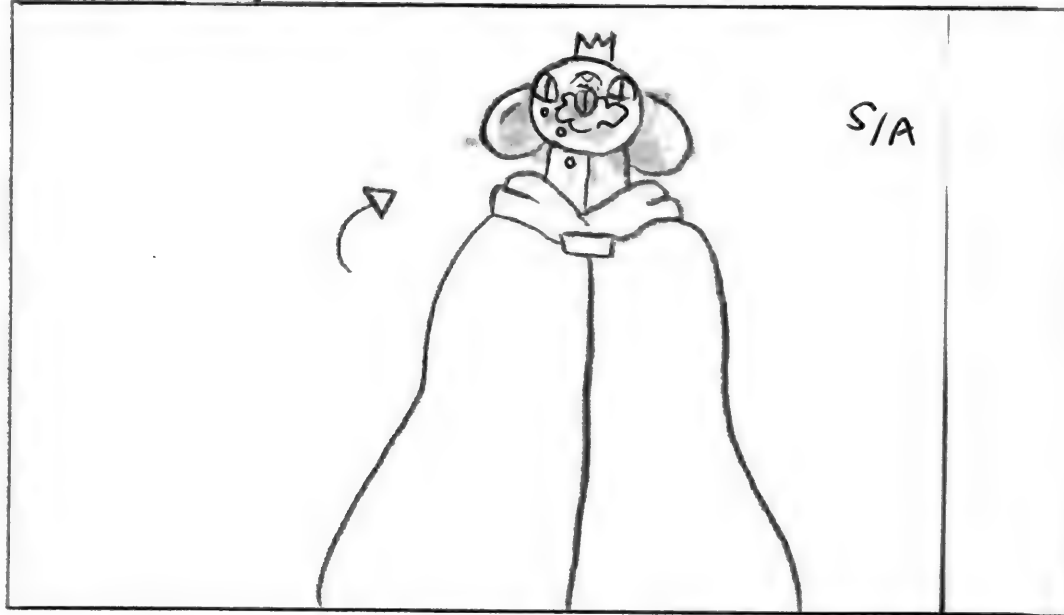
Page 269

Sc. 139 *CONT*

Pnl. B

Bg.

day night



Sc. 140

Pnl. A

Bg.

day night



Dialog:

RK: I OFFER YOU COSMIC POWER-

RK: YOU'LL BE A KING AND LIVE
THE REST OF YOUR DAYS
AS A GOD...

Action: - RK TURNS.

- TEETH GLOWING

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

Cut

ADVENTURE TIME



143
Cut

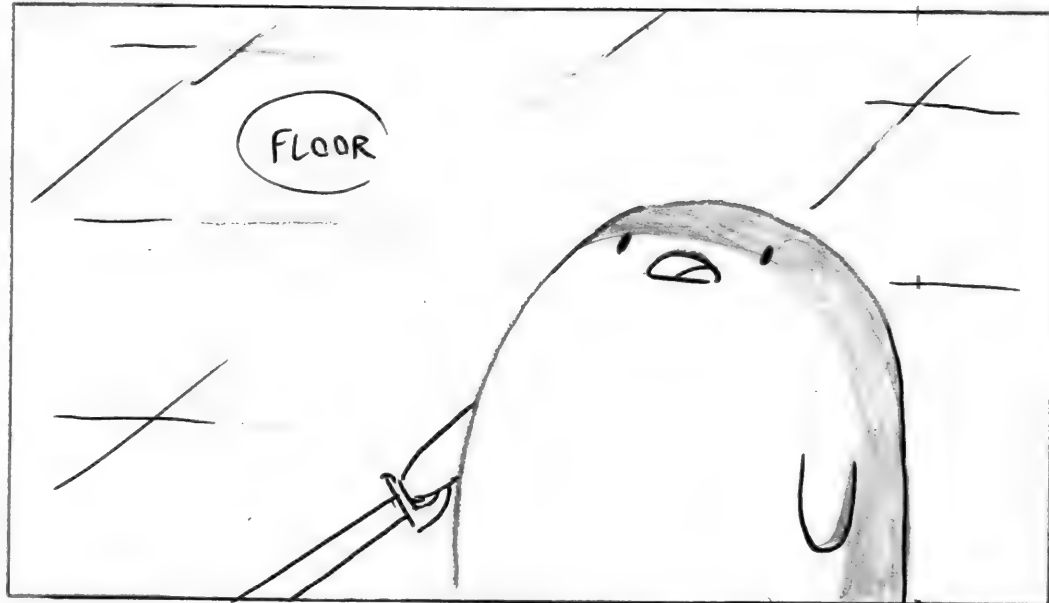
Page 270

Sc. 141

Pnl. A

Bg.

day night

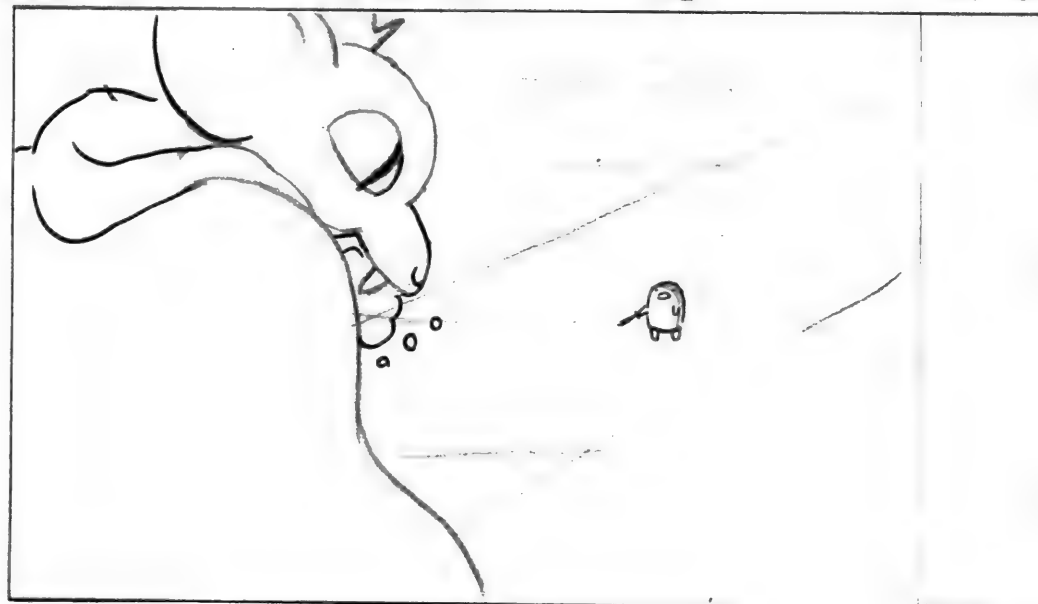


Sc. 142

Pnl. A

Bg.

day night



Dialog:

K: WHY ARE YOU SAYING THAT?

K: YOU'RE MESSIN' UP THE TREE -

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



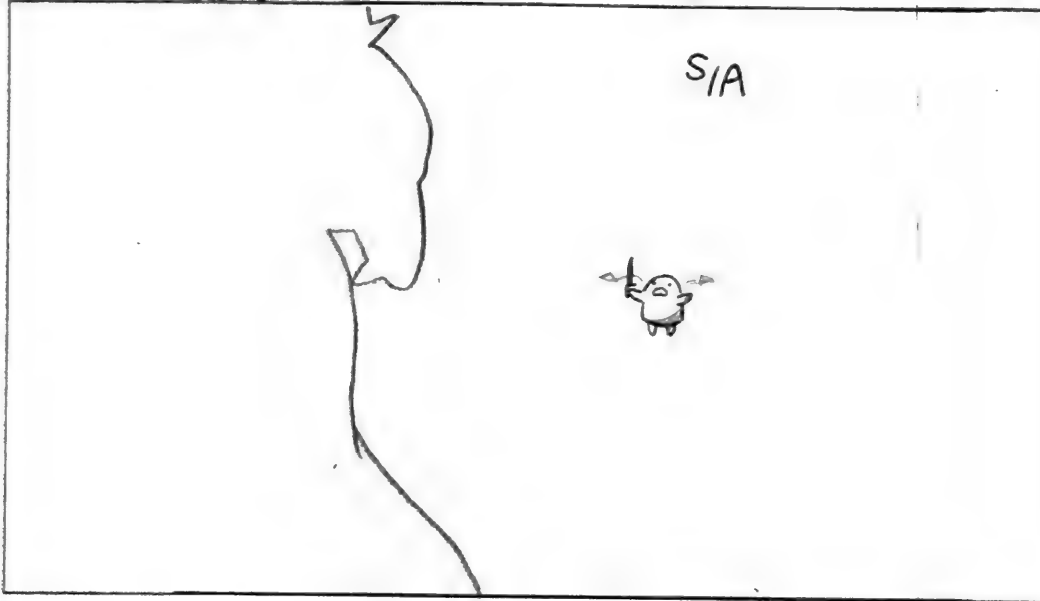
Page 271

Sc. 142 *cont*

Pnl. B

Bg.

day night

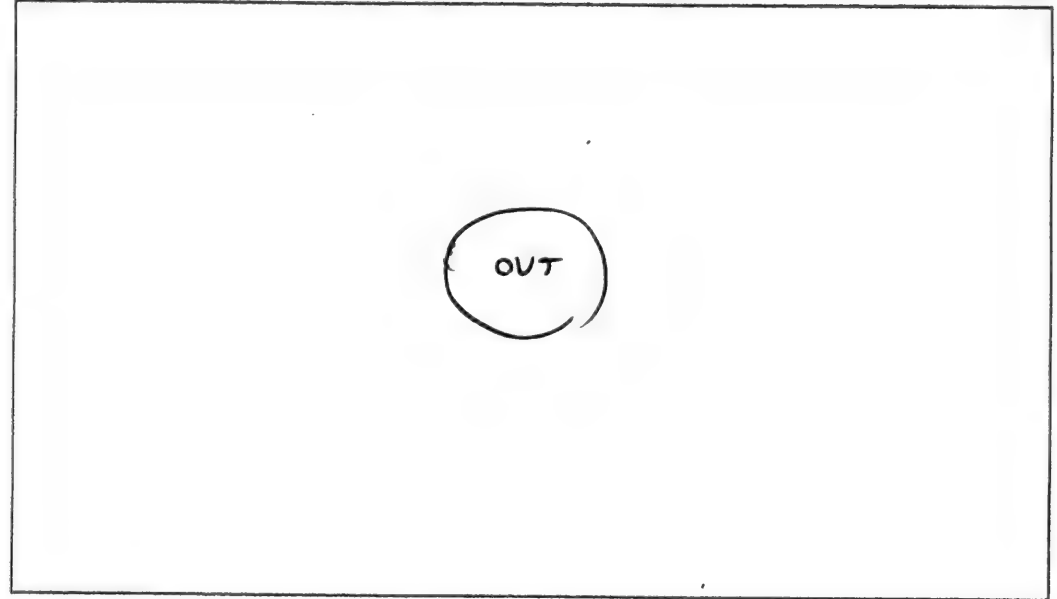


Sc.

Pnl.

Bg.

day night



Dialog:



K: AND I TOTALLY LIVE HERE!

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

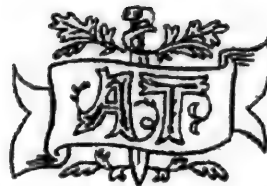
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1025/172

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ADVENTURE TIME



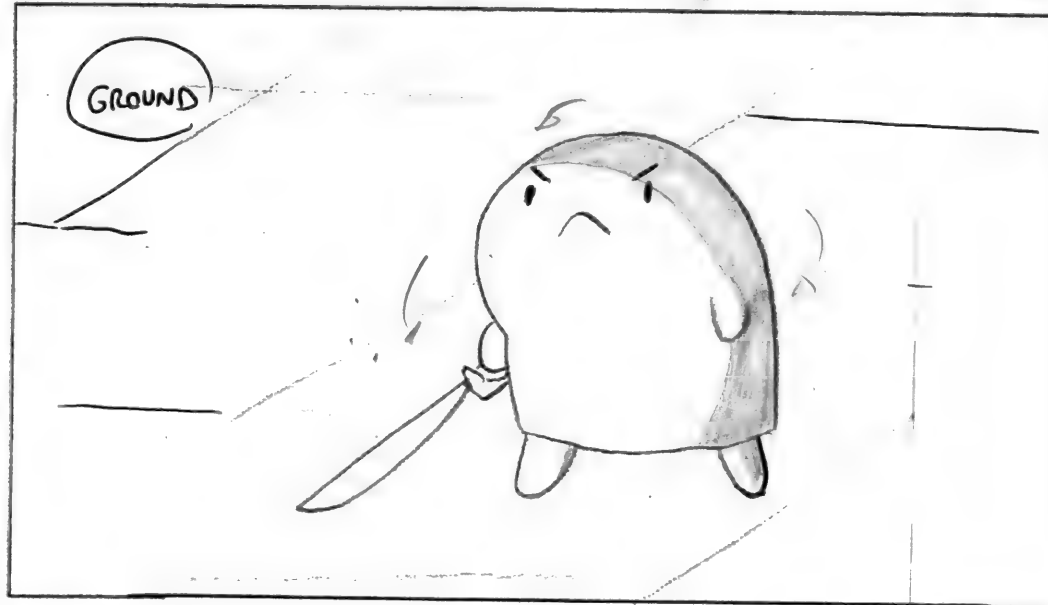
Page 272

Sc. 143

Pnl. A

Bg.

day night

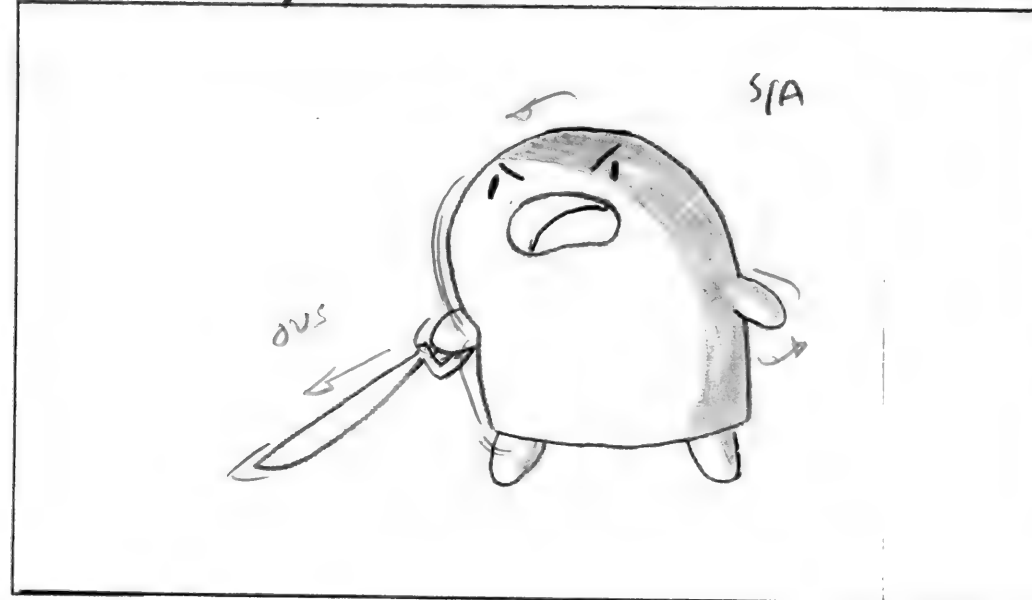


Sc. 143 *cont*

Pnl. B

Bg.

day night



Dialog:

...

K: YOU'RE A BAD GUY!

Action:

Timing:



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ADVENTURE TIME



Page 273

Sc. 144

Pnl. A

Bg.

day night



Sc. 144 *cont* Pnl. B

Bg.

day night



Dialog:

RK/ Hahahaha... Yeah...

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

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1025/172

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ADVENTURE TIME



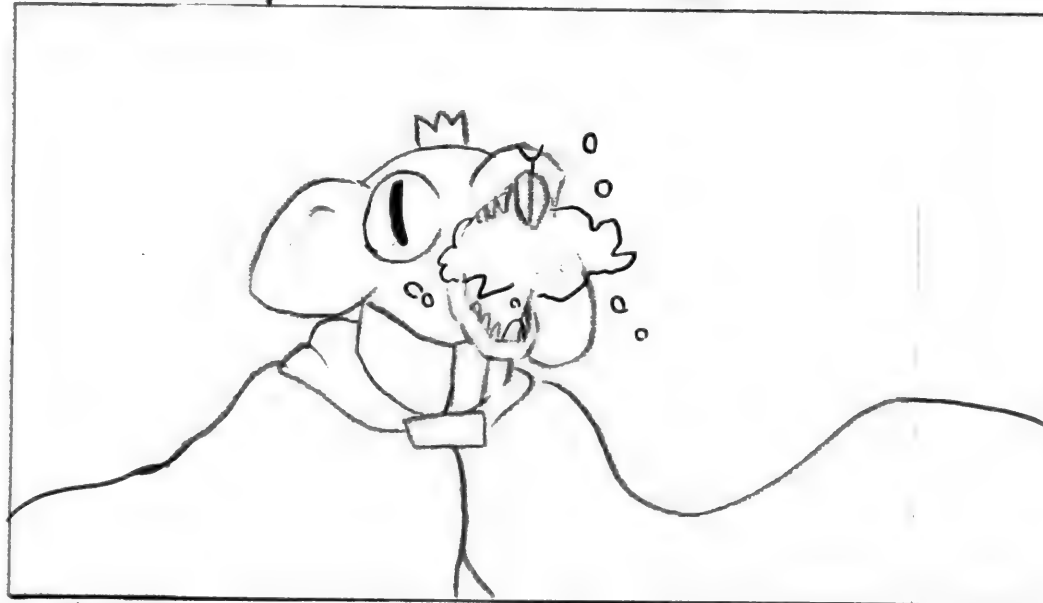
HW
Curt

Page 274

Sc. 144 *cont* Pnl. C

Bg.

day night

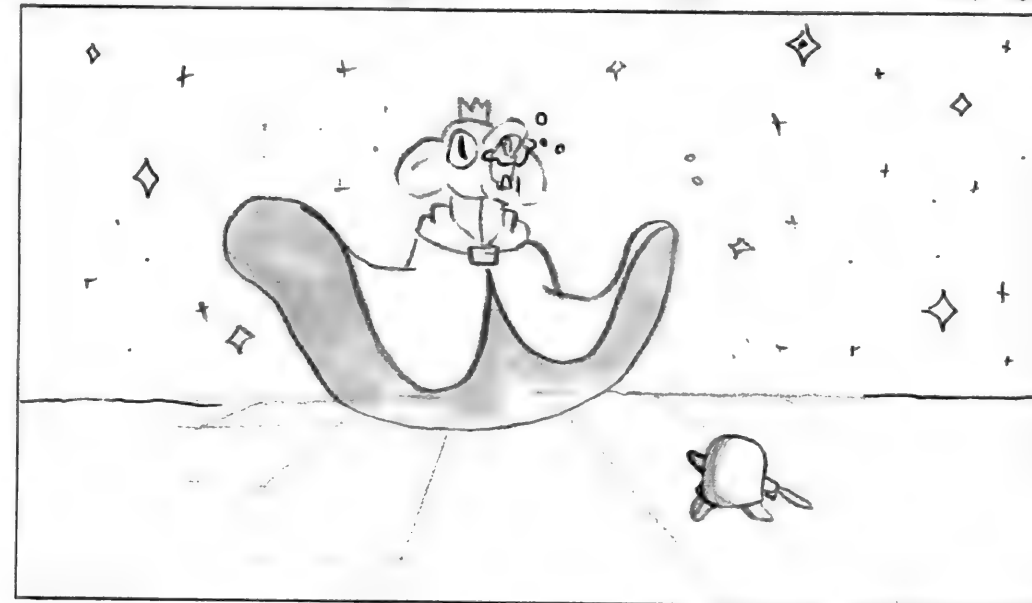


Sc. 145

Pnl. A-

Bg.

day night



Dialog:

RK; *SCREECHING*

Action:

Timing:

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Production :

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ADVENTURE TIME



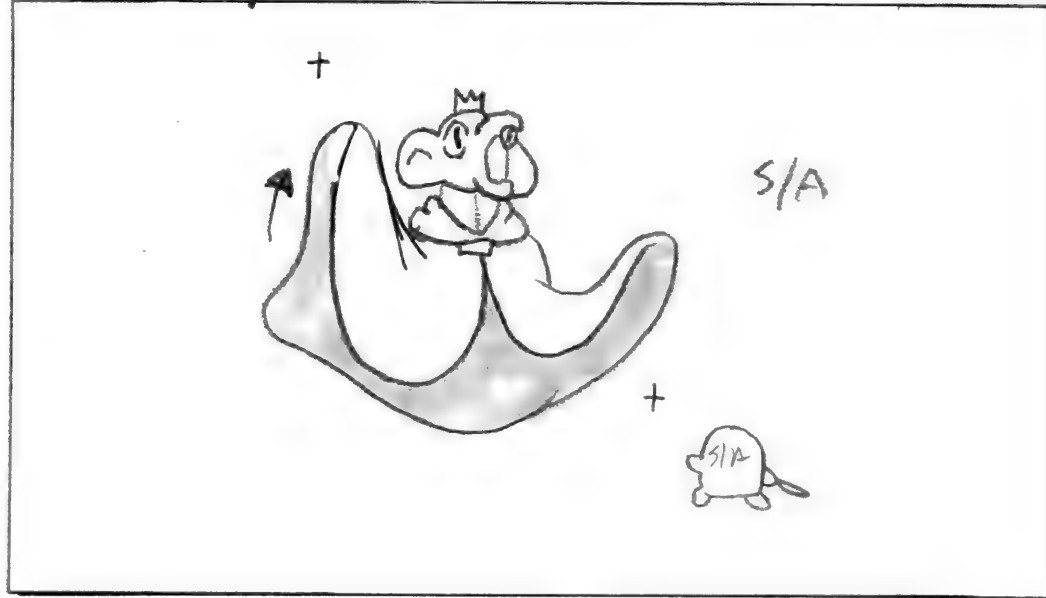
Page 275

Sc. 145 *CONT*

Pnl. B

Bg.

day night



Sc. 145 *CONT*

Pnl. C

Bg.

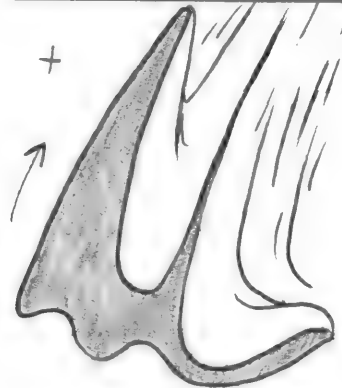
day night



Dialog:

Action:

Timing:



RK: *SCREECHING*

SFX: WHOOSH!

- RK LEAPS OFF/S IN A BLUR.

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EPISODE # 1025-172

Production :

ADVENTURE TIME

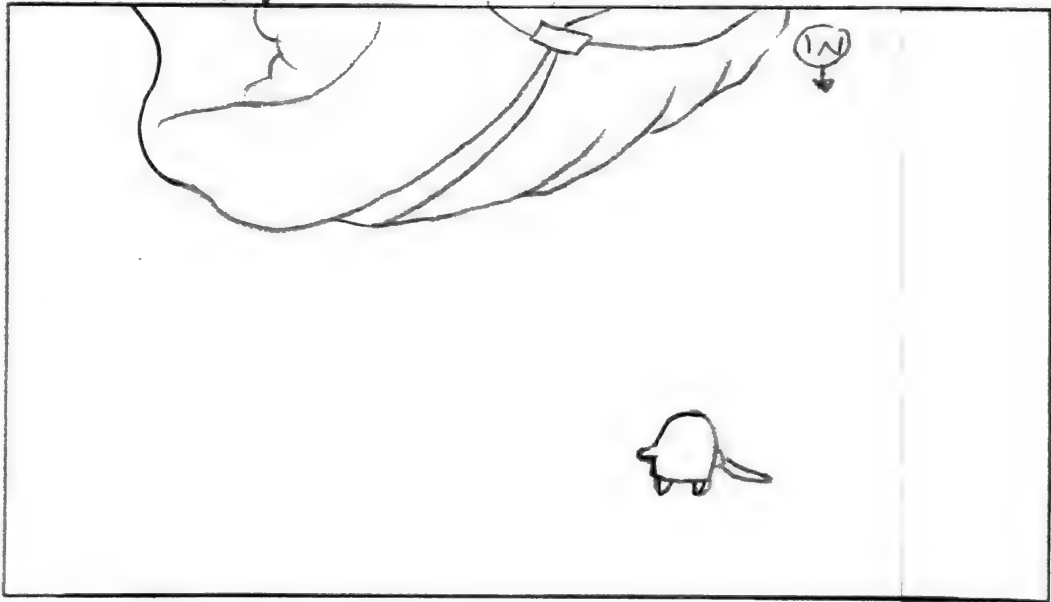


Page 276

Sc. 145 *CONT* Pnl. D

Bg.

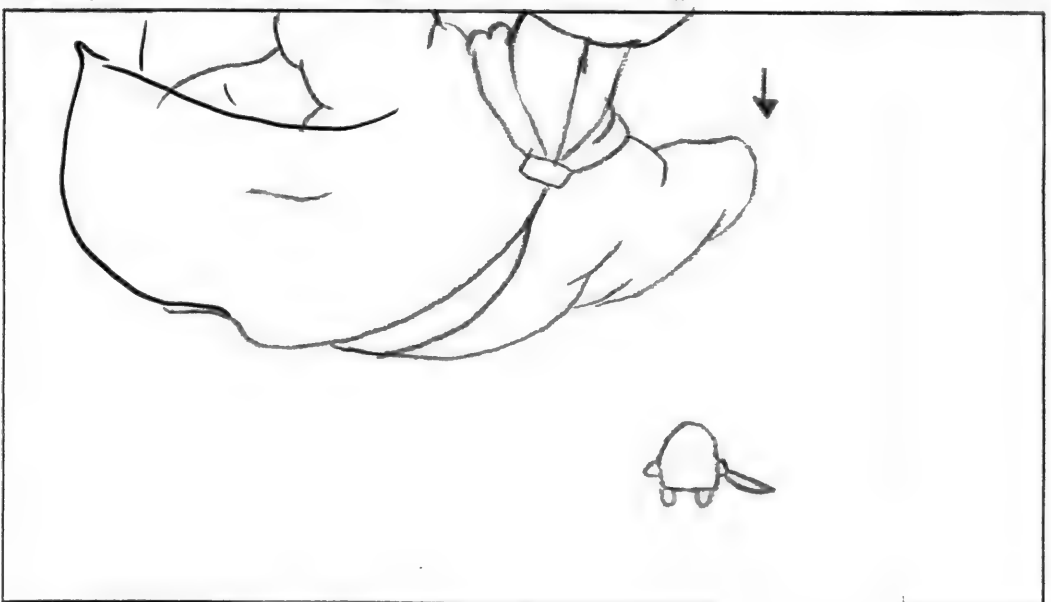
day night



Sc. 145 *CONT* Pnl. E

Bg.

day night



Dialog:

RK: *SCREECHING*

Action:

-RK FALLS ON/S.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

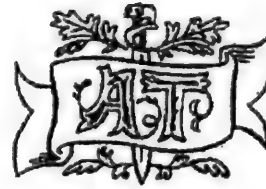
1025/172

1025/172

1025/172

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ADVENTURE TIME



Page 277

Sc. 145 *cont* Pnl. F

Bg.

day night

Sc. 145 *cont* Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

RK: *SCREECHING*

-SFX: *BOOM*

-RK SLAMS DOWN FIST
-ADJ. W/ RK ACTION
-K. DODGES

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1025/172

ADVENTURE TIME



Page 278

Sc. 145 *cont*

Pnl. H

Bg.

day night



Sc. 145 *cont*

Pnl. I

Bg.

day night



Dialog:

RK: *SCREECHING*

Action:

FEB 10 2014

Timing:

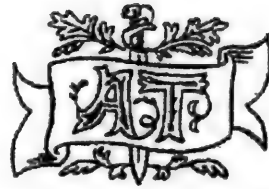
EPISODE # 1025-172

1025/172

Production :

1025/172

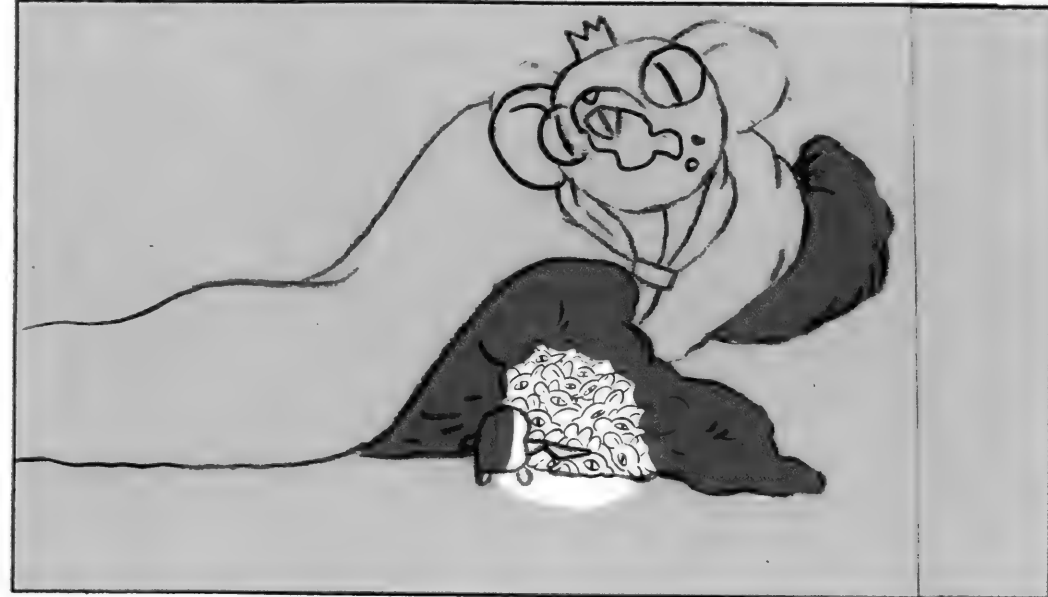
ADVENTURE TIME



Sc. 145 *CONT* Pnl. J

Bg.

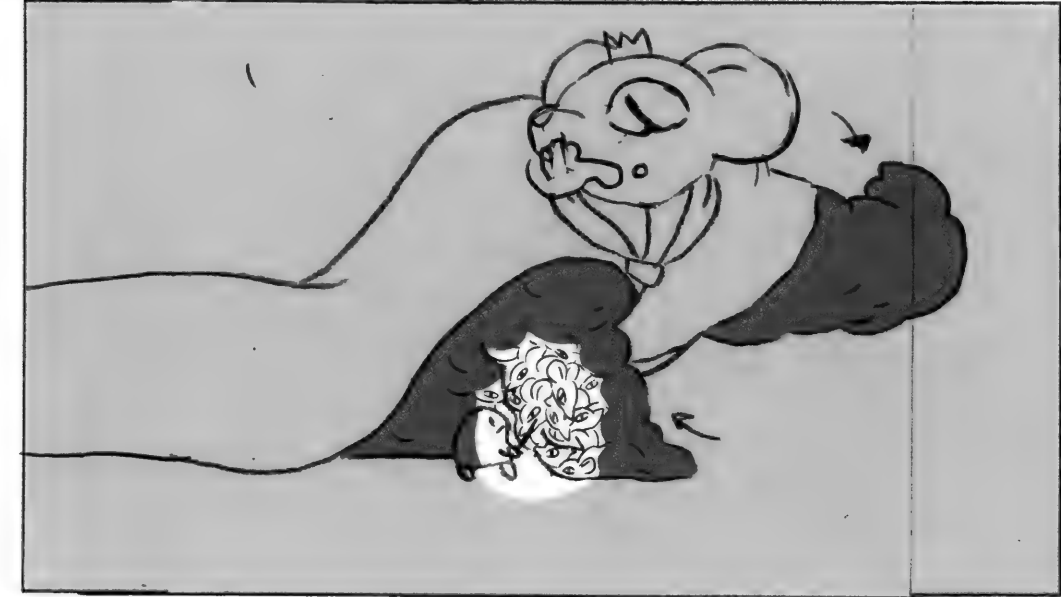
day night



Sc. 145 *CONT* Pnl. K

Bg.

day night



Dialog:

RK: *SCREECHING*

Action:

FEB 10 2014

Timing:

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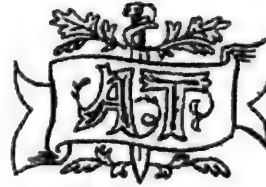
1025/172

EPISODE # 1025-172
1025/172

Production :

1025/172

ADVENTURE TIME



Page 280

Sc. 145 *CONT* Pnl. L

Bg.

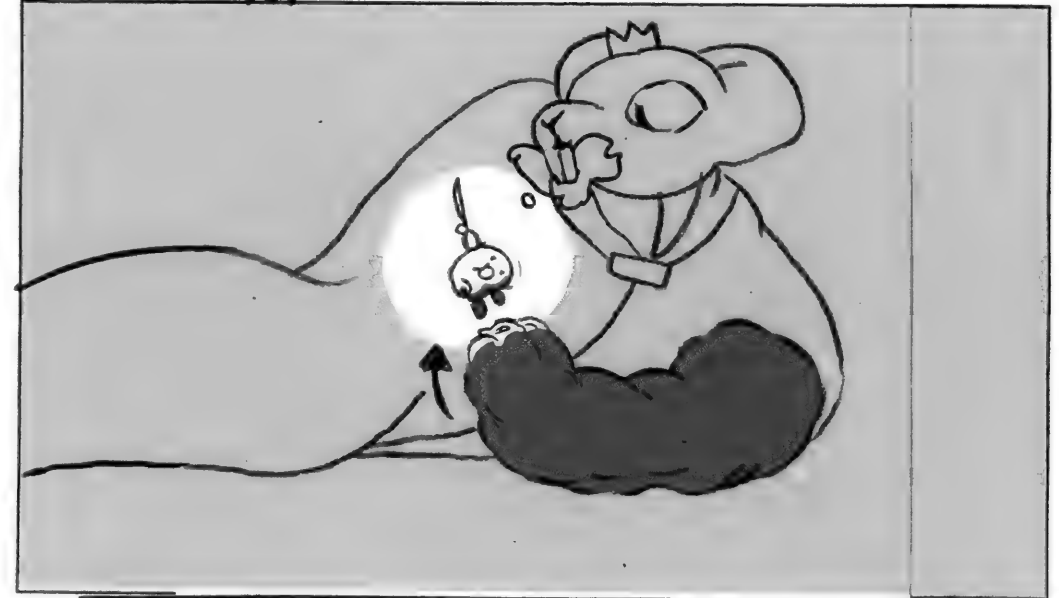
day night



Sc. 145 *CONT* Pnl. M

Bg.

day night



Dialog:

stop & start
pan w/ Action

K: OOF!

RK: SCREECHING

K: OOF!

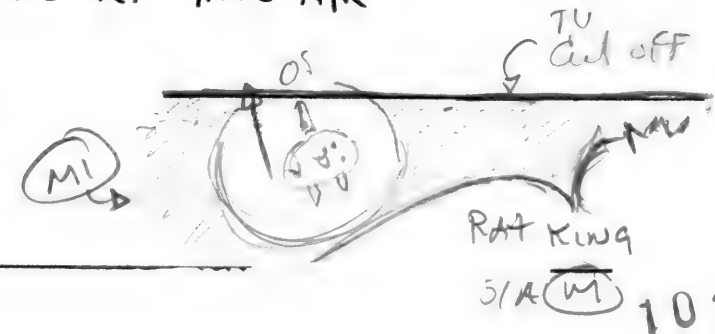
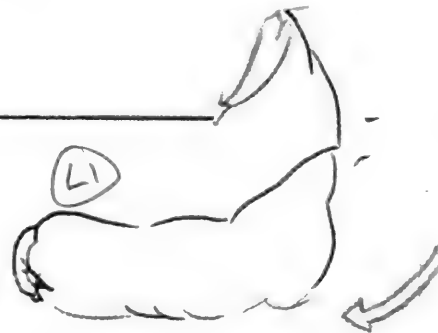
FEB 10 2014

Action:

- RK SWINGS ARM
- ADJ. W/ ACTION

- RK HITS K. INTO AIR

Timing:



RAT KING
3/A (M)

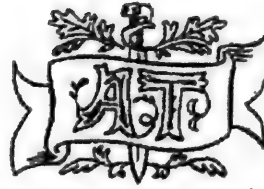
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



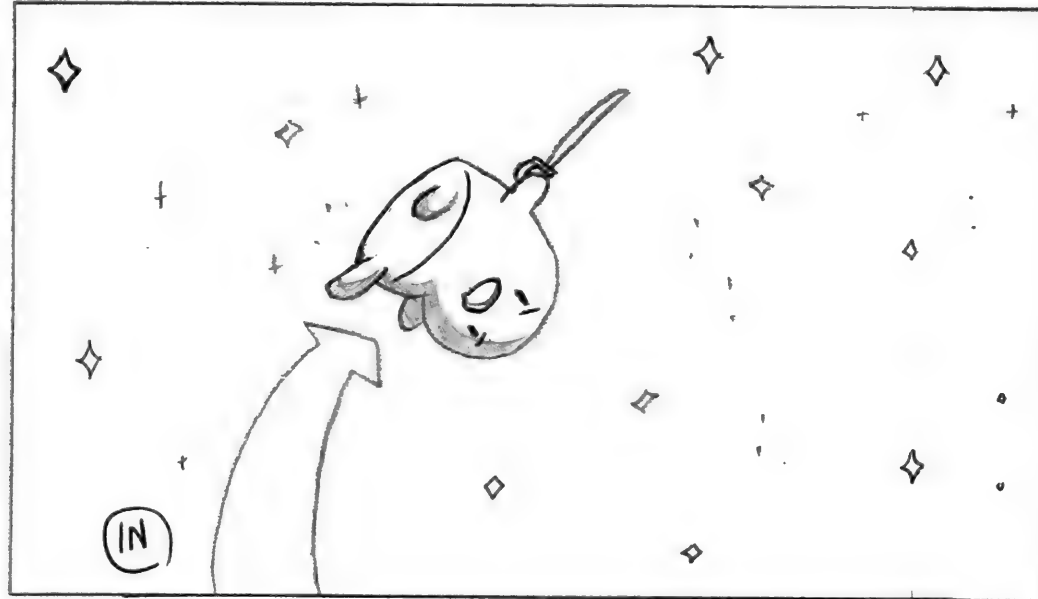
Page 281

Sc. 146

Pnl. A

Bg.

day night

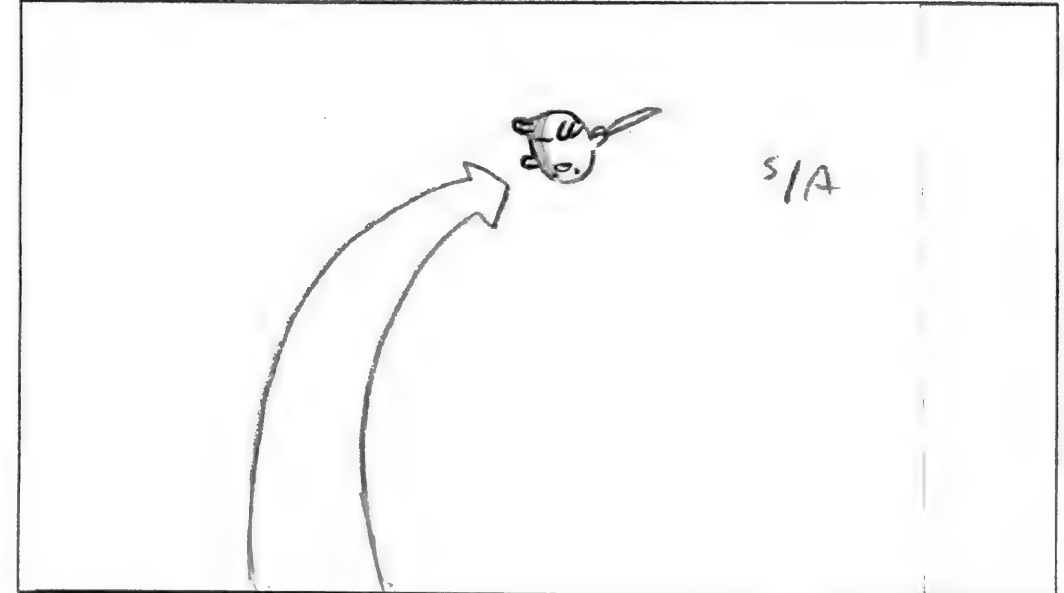


Sc. 146 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- K. FLIES UPWARD ON/5.

K: DON'T DO THAT!

Timing:

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1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



Page 282

Sc. 146 *cont* Pnl. C

Bg.

day night

(ADJ) →
PAN

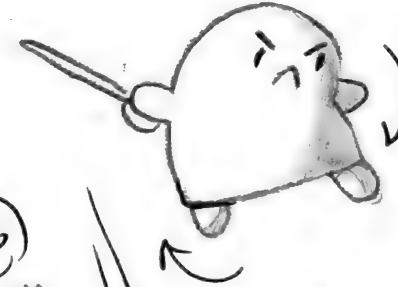


Sc. 146 *cont* Pnl. D

Bg.

day night

(BG)
ANIM



(BG)
ANIM



Dialog:

ADJ pan over w/ Kent Drop.

XX

XIDISE
BG pan
into ANIM.
Diag BG
Cycle

Action:

Timing:

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1025-172

EPISODE #

1025/172

Production :

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ADVENTURE TIME



Page 283

Sc. 146 *cont*

Bg.

day night

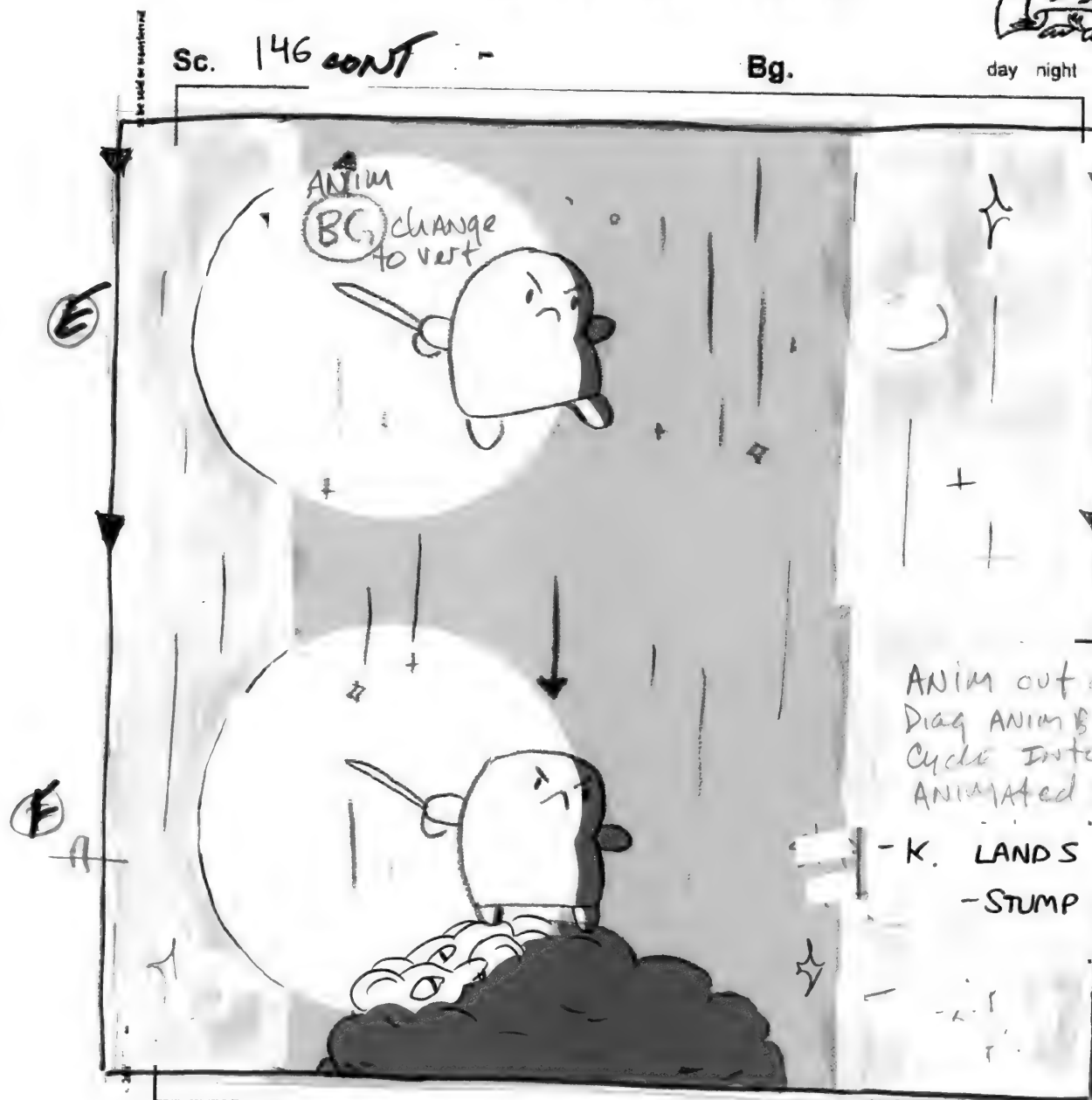
Sc. 146 *cont*

G

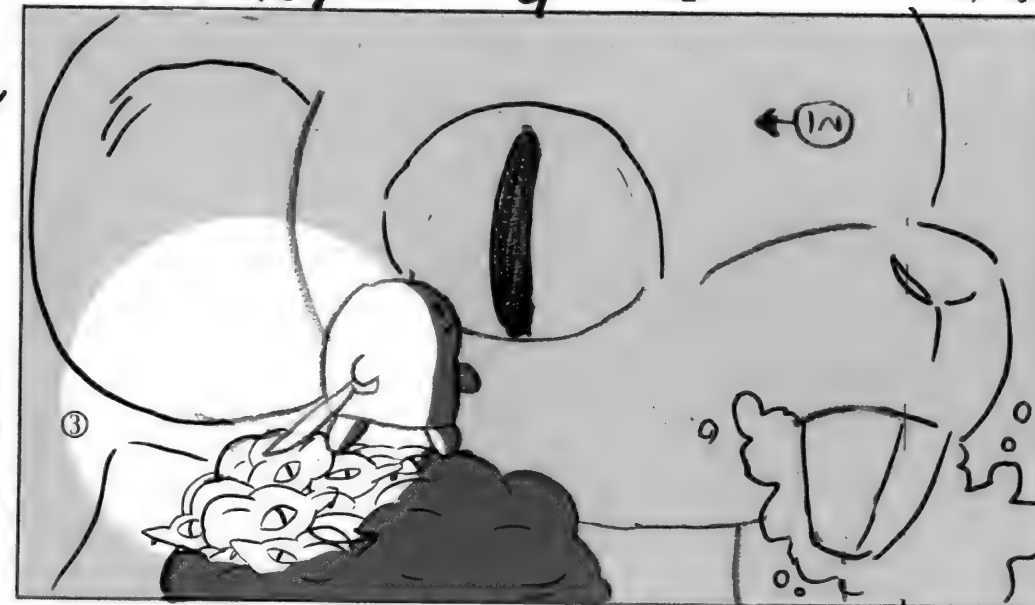
Bg.

day night

1025/172



ANIM
BG change
to vert

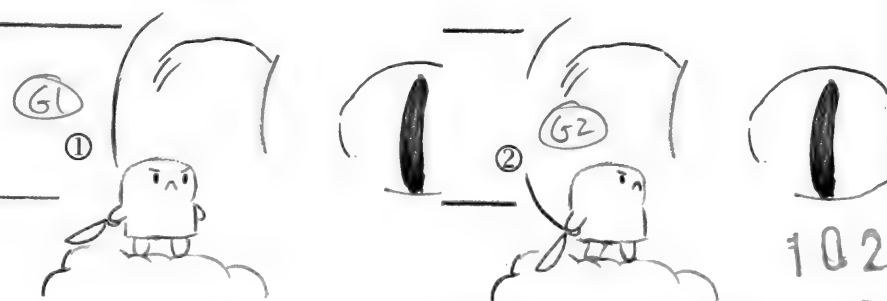


ANIM out of
Diag ANIM BG
Cycle into
ANIMATED verticle pan

RK: HOW DO YOU PLAN TO DEFEAT ME?

FEB 10 2014

- K. LANDS ON RK'S HAND
- STUMP IN FOREGROUND ANIMATES



Production:

EPISODE # 1025-172

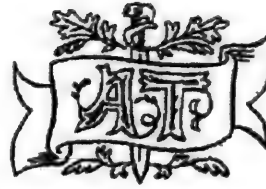
1025/172

1025/172

1025/172

He
Cut

ADVENTURE TIME



Page 284

Sc. 147 Pnl. A Bg. day night



Sc. 147 *cont* Pnl. B Bg. day night



Dialog:

K/ I'm-

Action:

-KENT CUTTING UP ARM

FEB 10 2014

Timing:

EPISODE # 1025-172

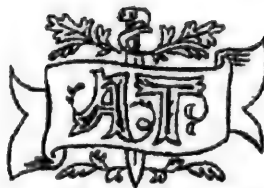
1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



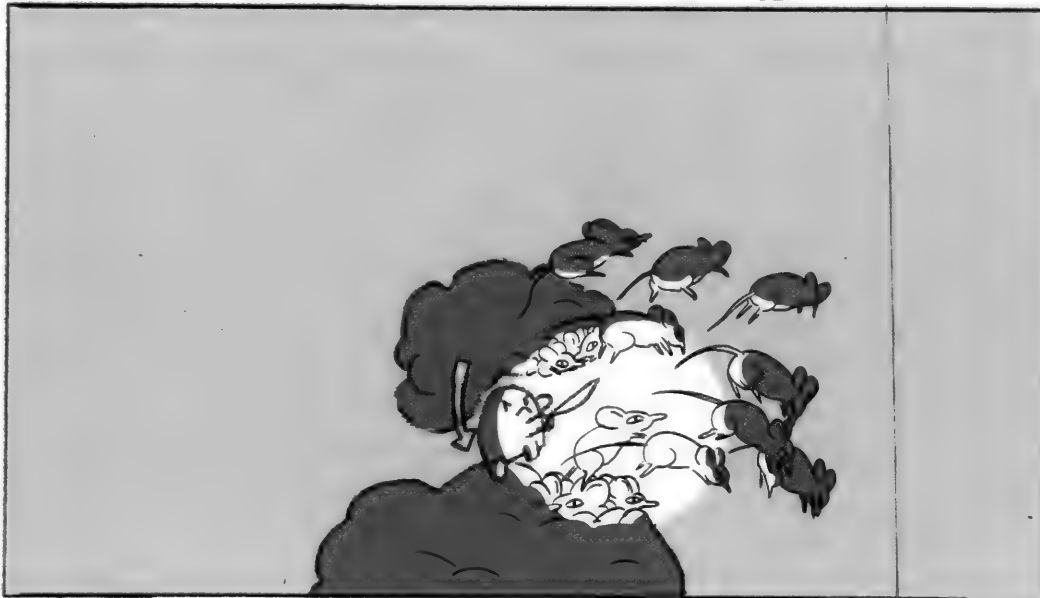
Page 285

Sc. 147 *cont*

Pnl. C

Bg. —

day night



Sc. 147 *cont*

Pnl. D

Bg. —

day night



Dialog:

K: MAKING -

Action:

- KENT JUMPS TO NEXT PART OF ARM

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

140
Cut

ADVENTURE TIME



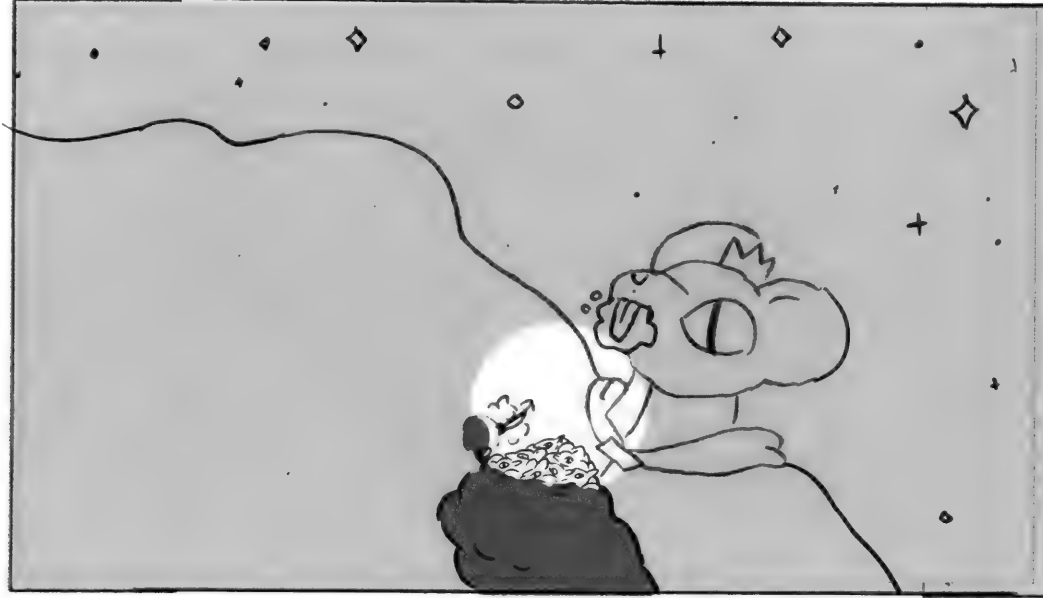
Page 286

Sc. 147A

Pnl. A

Bg.

day night

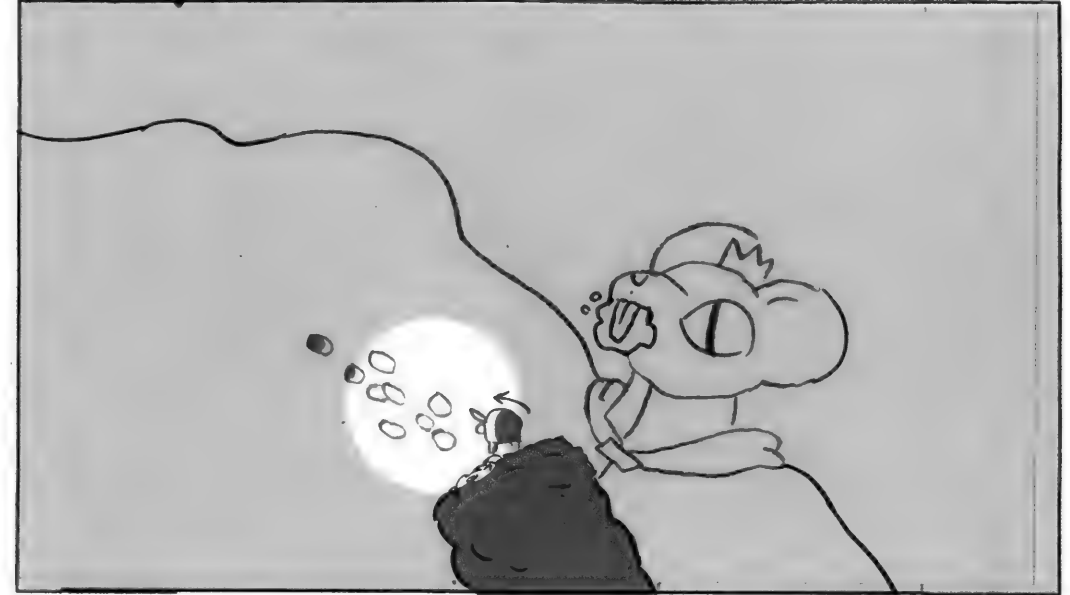


Sc. 147A cont

Pnl. B

Bg.

day night



Dialog:

K: AS I--

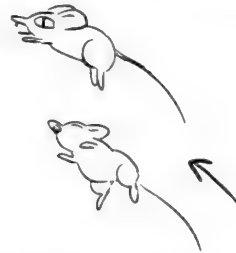
K: GO

Action:

DETAIL: REF FOR RATS
FLYING THROUGH AIR

- K LEAP

Timing:



FEB 1 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

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ADVENTURE TIME



140
Ciel

Page 287

Sc. 147 *A CONT* Pnl. C

Bg.

day night



Sc. 148

Pnl. A

Bg.

day night



Dialog:

K/ -OOOOOO!

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



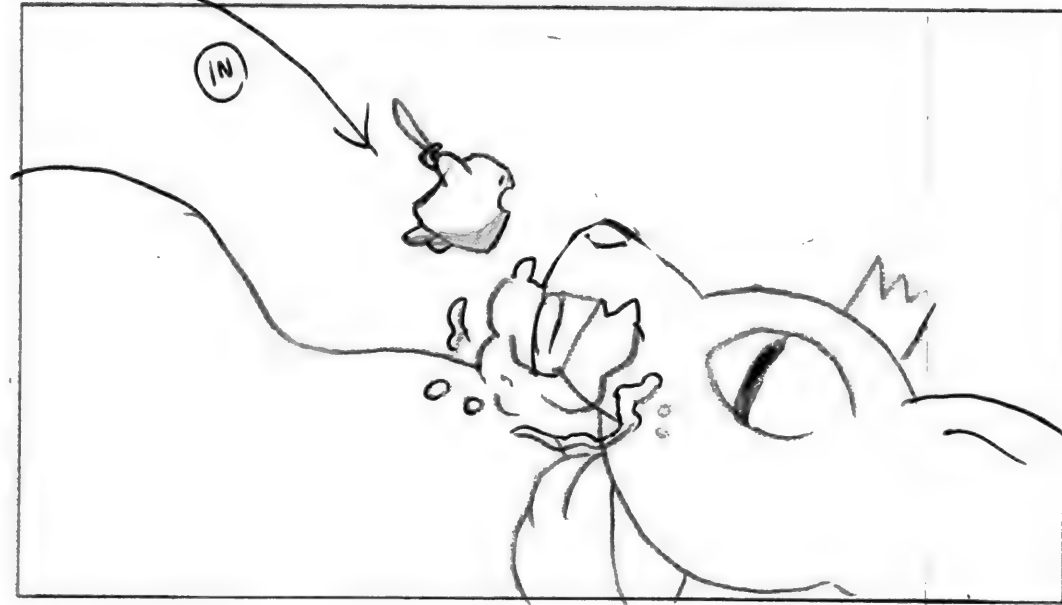
Page 288

Sc. 148 *cont*

Pnl. B

Bg.

day night

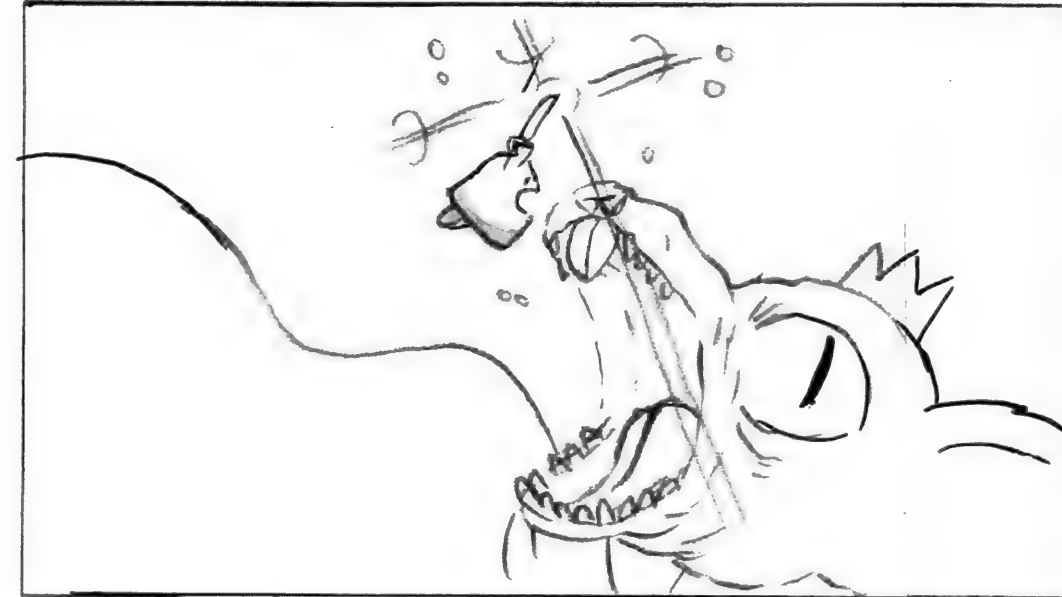


Sc. 148 *cont*

Pnl. C

Bg.

day night



Dialog:	
Action:	<p><u>RK</u>: SCREECH</p> <p>- SWORD GLOWS BRIGHT</p>
Timing:	<p>FEB 10 2014</p>

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Production :

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ADVENTURE TIME



Page 289

Sc. 148 CONT

Pnl. D

Bg.

day night



Sc. 148 CONT

Pnl.

(E)

Bg.

day night



Dialog:

SFX: *SKSHHH!!

Action:

-KENT STRIKES TEETH

- FLASH TO WHITE

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

Hu
cut

ADVENTURE TIME.



REVISED
02/14/14

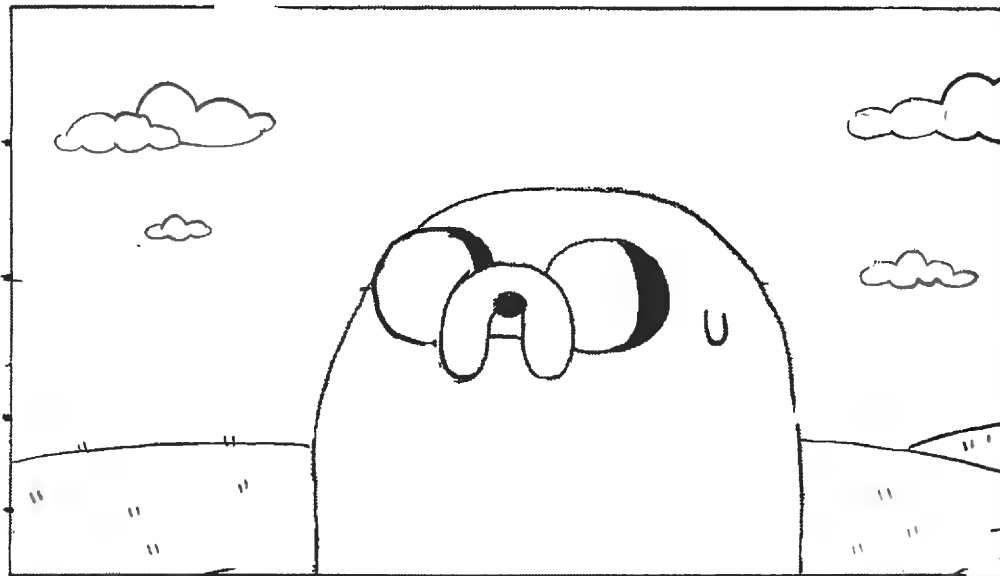
Page 290

Sc. 149

Pnl. A

Bg.

day night



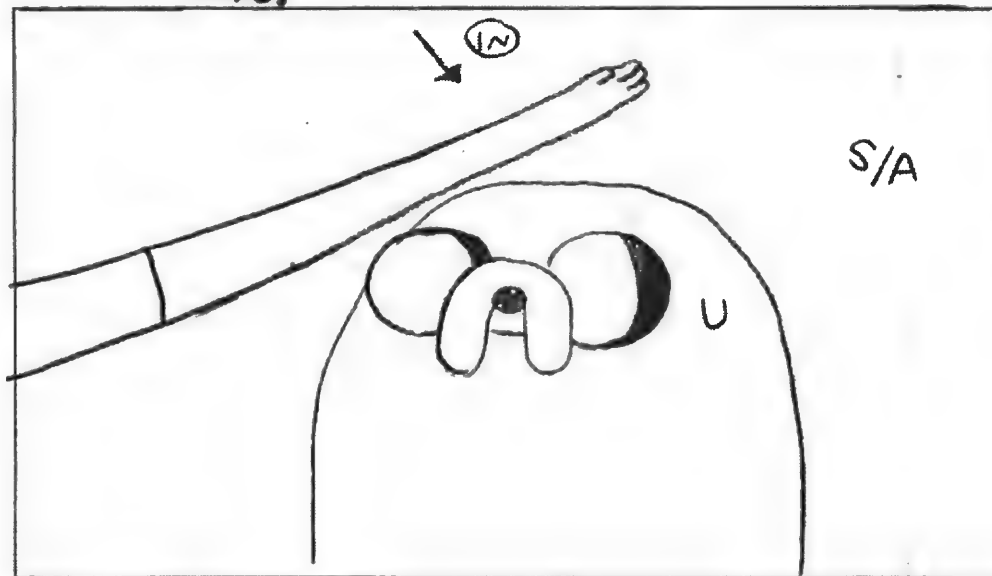
Sc. 149

cont

Pnl. B

Bg.

day night



Dialog:

FADE IN From white F.

Action:

-FINN'S ARM CHOPS DOWN

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

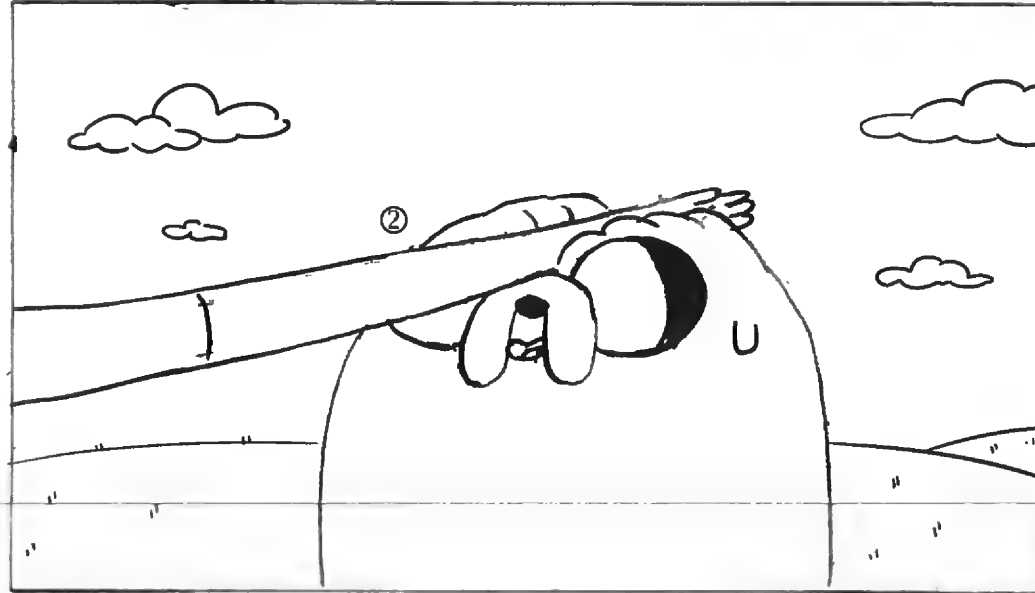
ADVENTURE TIME



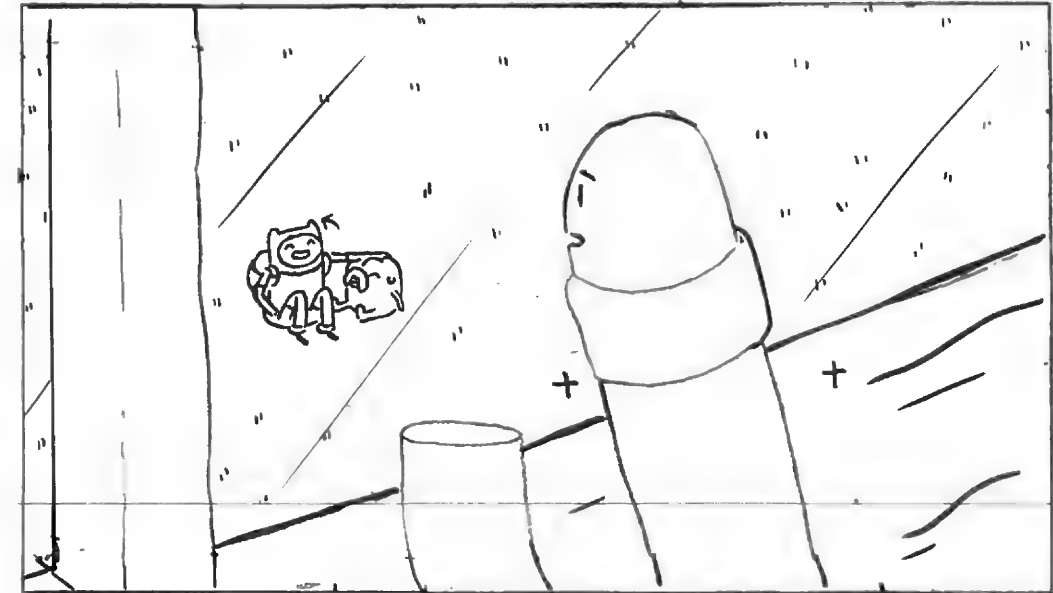
REVISED
02/14/14

Page 291
NO PG 292
day night

Sc. 149 *cont* Pnl. C Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:

SFX: SQUISH

S/ Dang. Having a brother around-

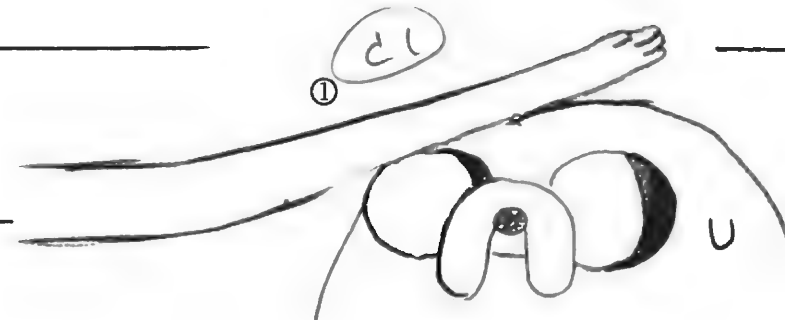
J: HEH, HEH

Action: -ARM SINKS INTO JAKE'S FOREHEAD

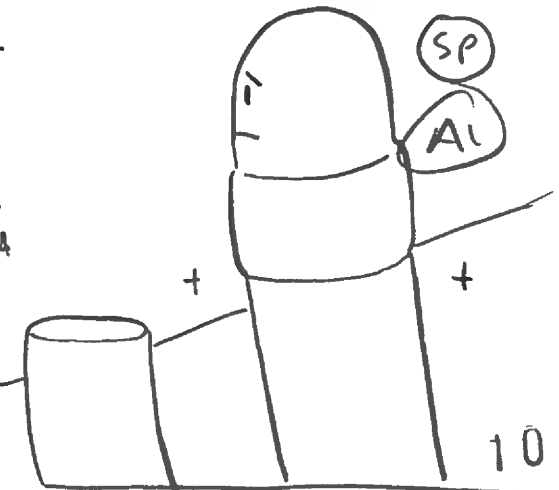
- VIEW OUT WINDOW

SFX: *SQUISH*

Timing:



FEB 10 2014



Production:

1025/17

EPISODE # 1025-172

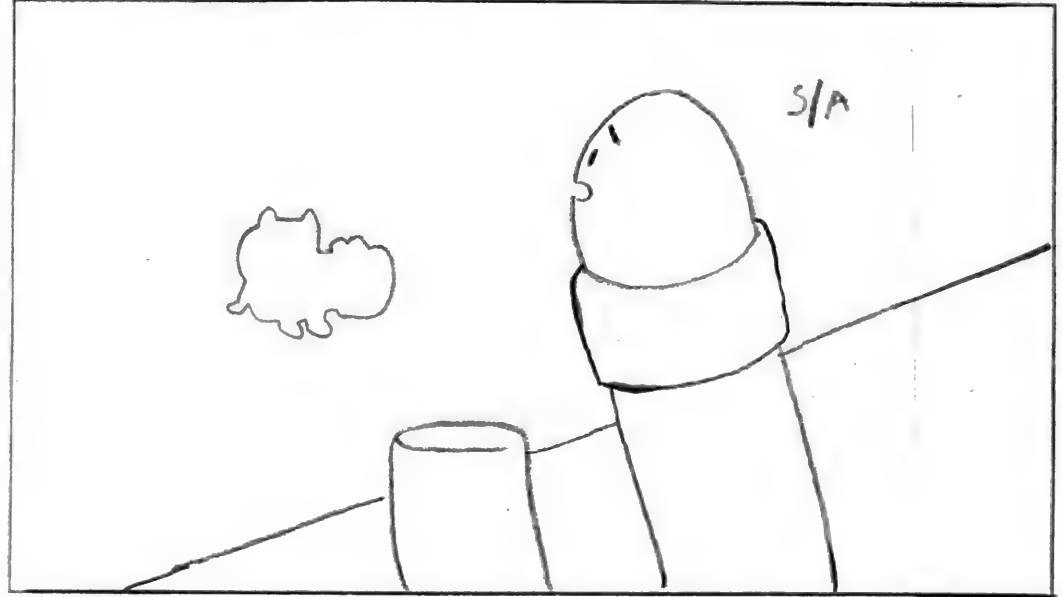
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1025/172

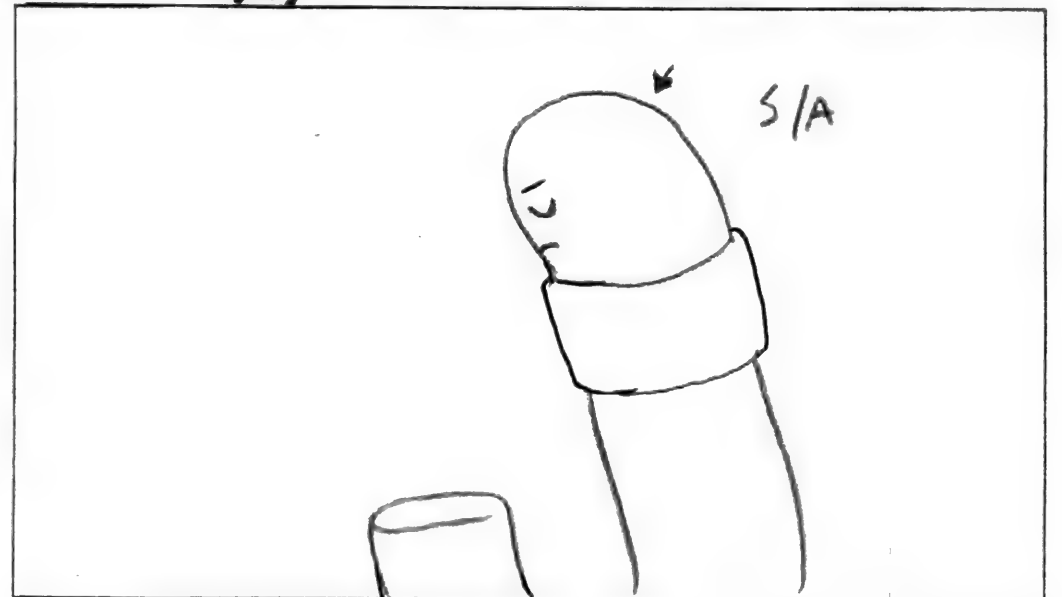
ADVENTURE TIME



Sc. 150 *cont* Pnl. B Bg. day night



Sc. 150 *cont* Pnl. C Bg. day night



Dialog:	
S/ - looks kinda fun.	<u>S</u> : where are you...
Action:	
music starts	
Timing:	
FEB 10 2014	

He cut

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1025/172

Production :

1025/172

1025/172

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1025/172

HW
Curt

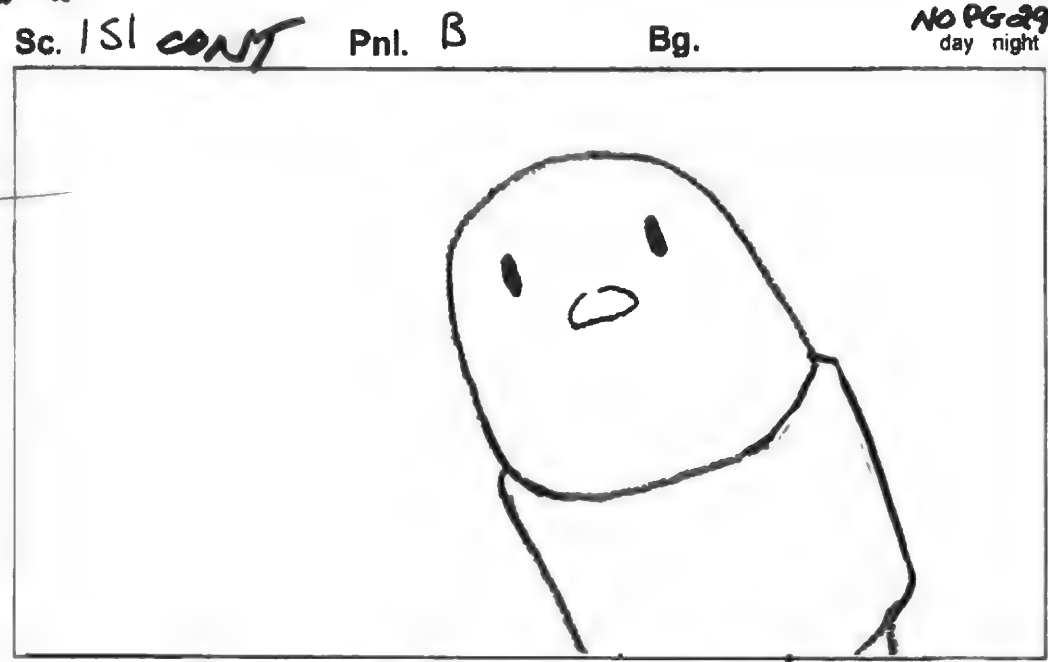
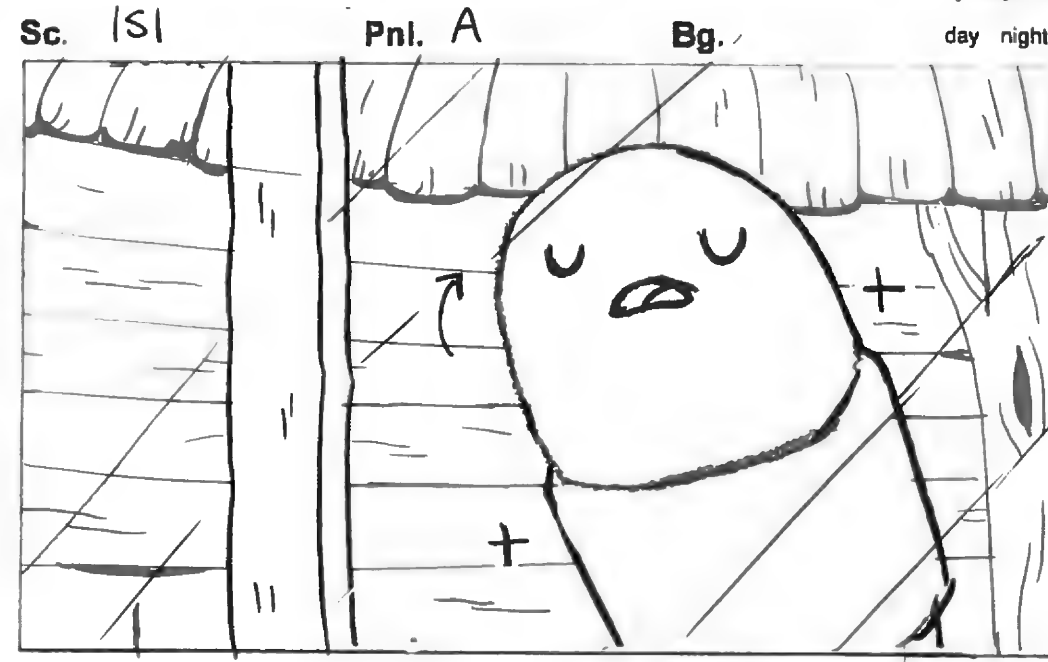
ADVENTURE TIME



REVISED
02/18/14

Page 294
NO PG 295
day night

Curt



Dialog:	
S: ♪ Little	
Action:	
Timing:	

S: ♪ Brother

FEB 18 2014

EPISODE # 1025-172

1025/172

Production :

1025/17

ADVENTURE TIME

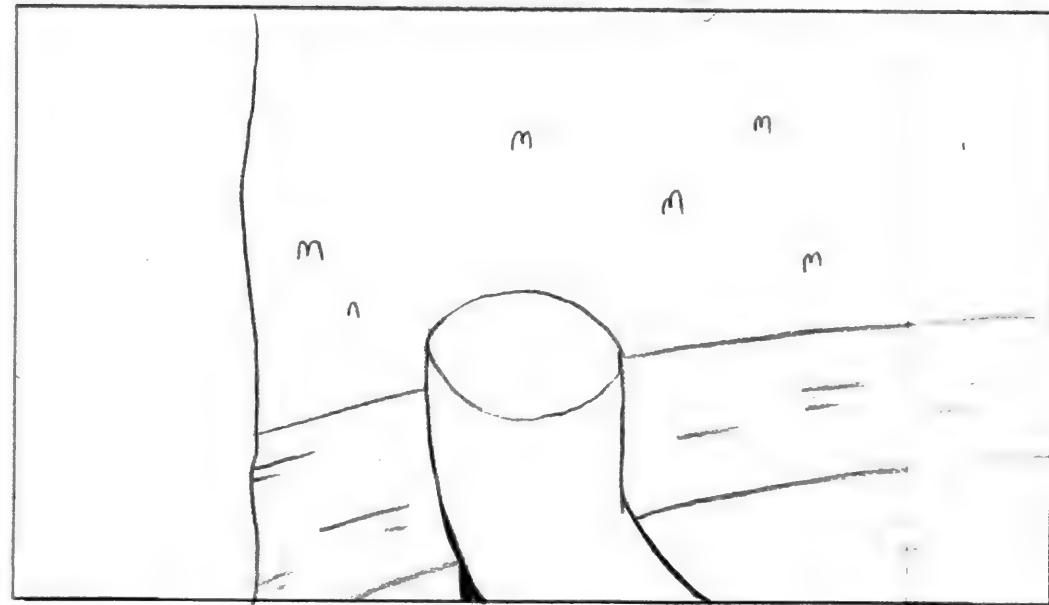


Sc. 152

Pnl. A

Bg.

day night

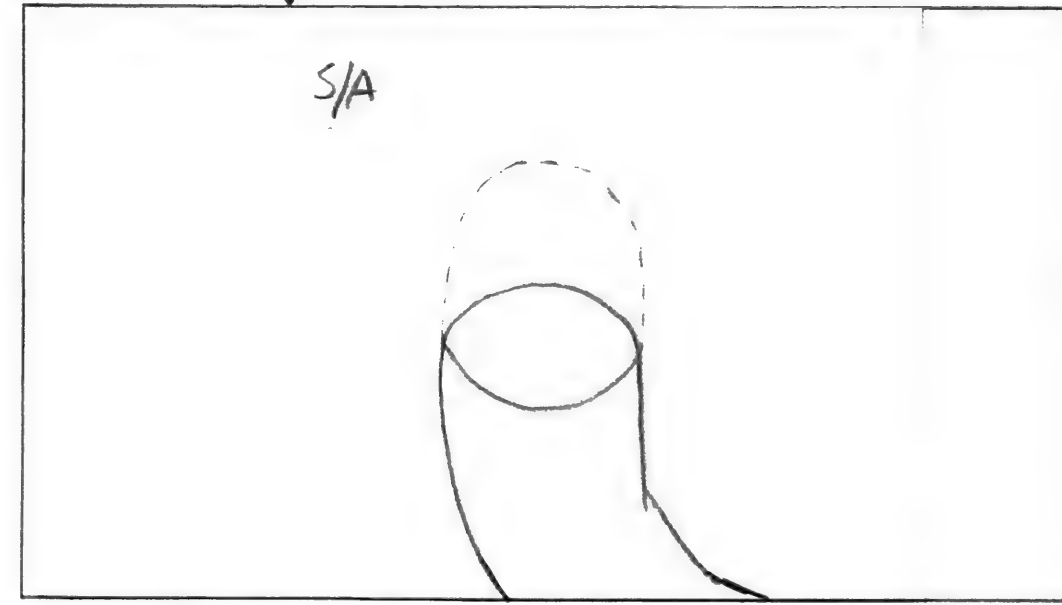


Sc. 152 *cont*

Pnl. B

Bg.

day night



Dialog:	
(o/s) <u>S</u> : ♪ ARE YOU --	(o/s) <u>S</u> : ♪ HAPPY
Action:	
- OUTLINE OF KENT APPEARS	
Timing:	FEB 10 2014

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1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



Page 297

Sc. | S2 *cont*

Pnl. C

Bg.

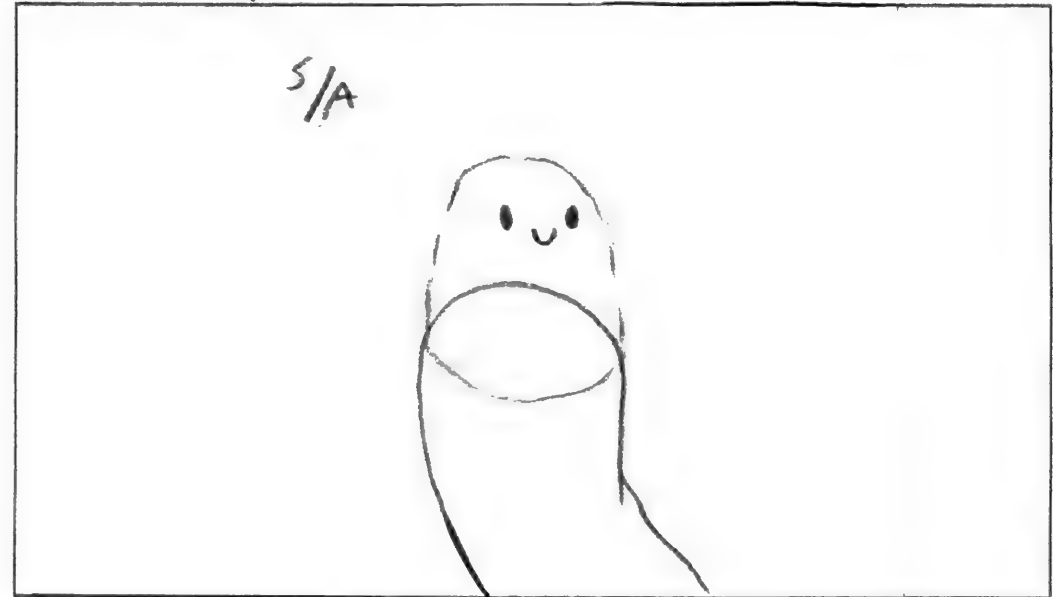
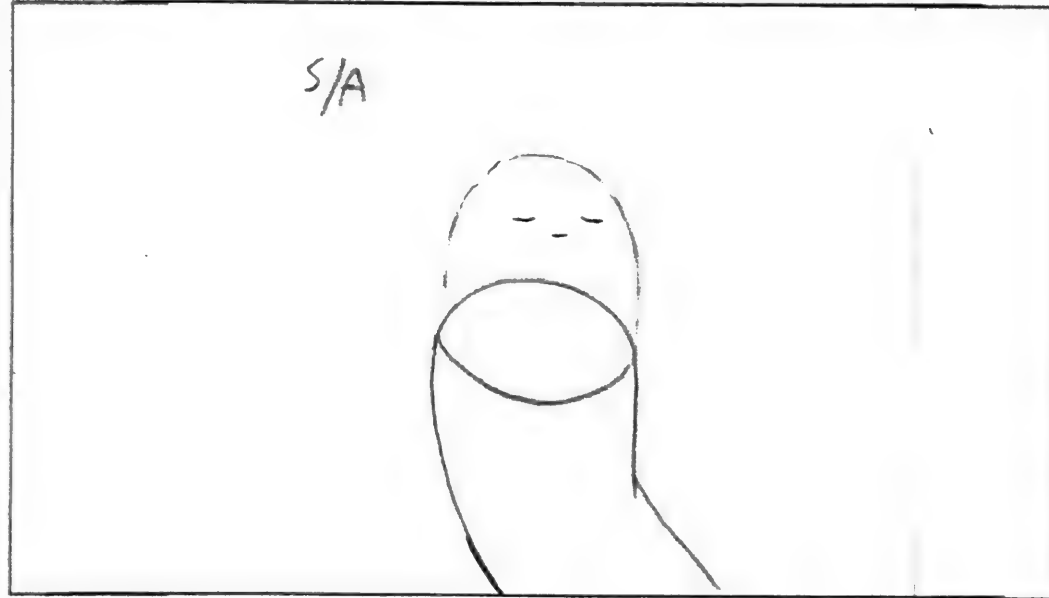
day night

Sc. | S2 *cont*

Pnl. D

Bg.

day night



Dialog:

S: ♪ DO YOU FEEL ~

S: ♪ WEIRD?

Action:

- KENT'S FACE SHOWS UP

- "KENT" SMILES AND OPENS EYES

Timing:

FEB 10 2014

Cut

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

1025/172

Cont

ADVENTURE TIME



Page 298

Sc. 153

Pnl. A

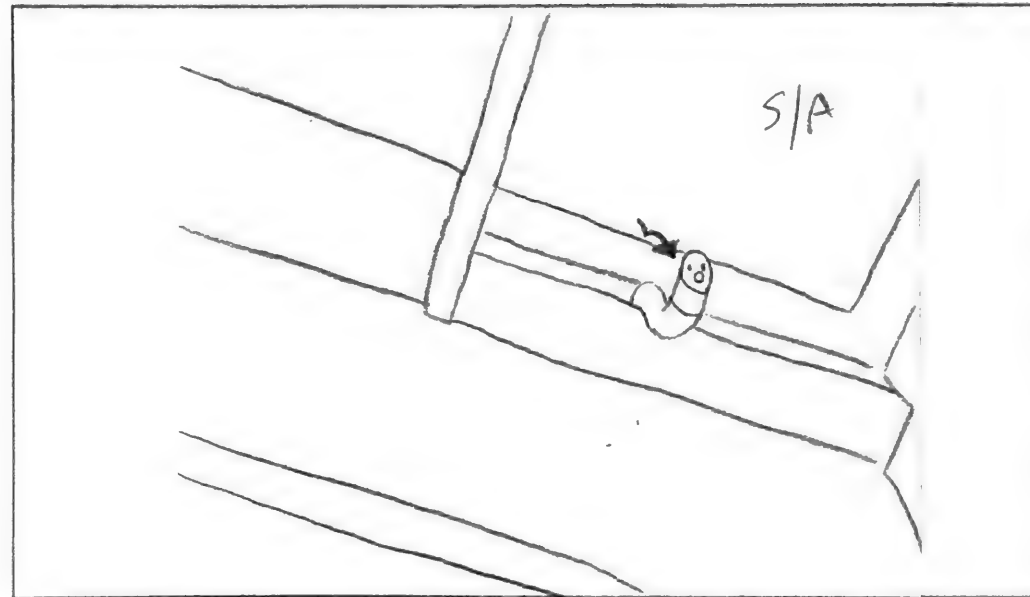
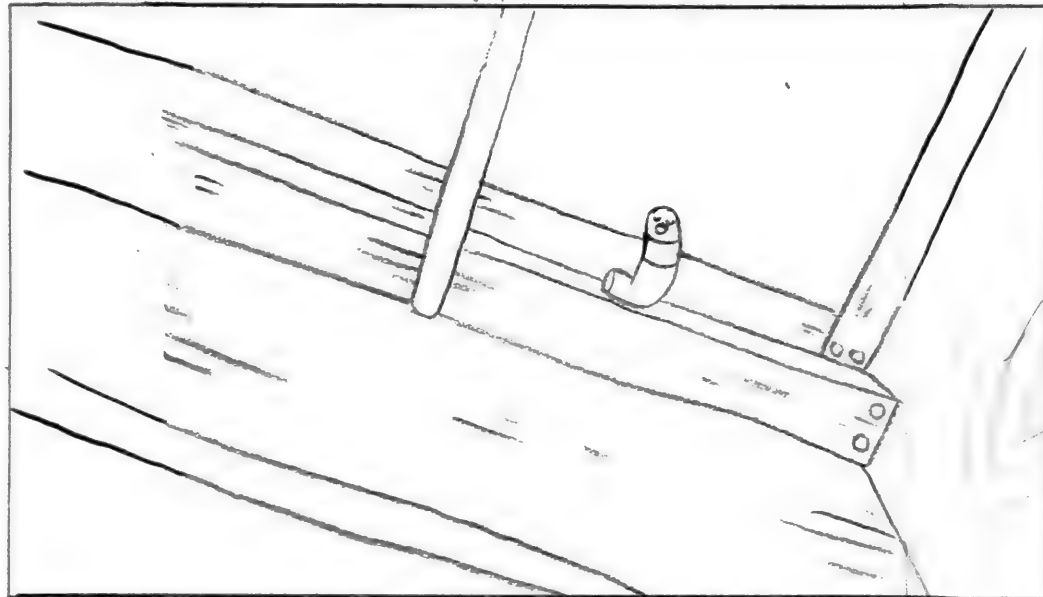
Bg.

day night

Sc. 153 *cont* Pnl. B

Bg.

day night



Dialog:

S: ♪ ① HAVE YOU ② CHANGED A LOT?

S: ♪ OR NOT...

Action:

FEB 10 2012

Timing:



HW
Cont

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

140
cut

ADVENTURE TIME



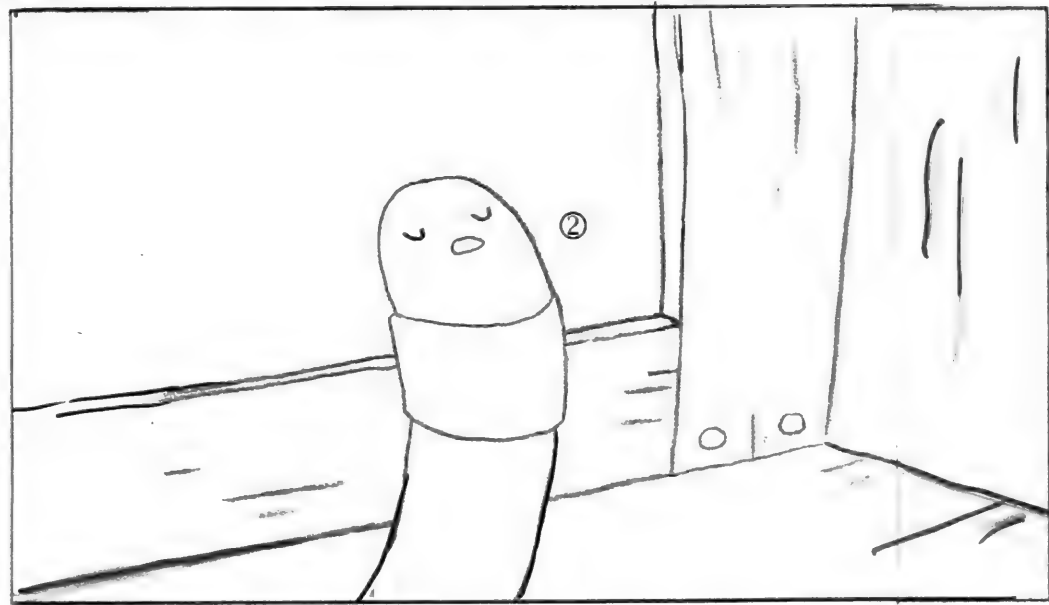
cut

Sc. 154

Pnl. A

Bg.

day night

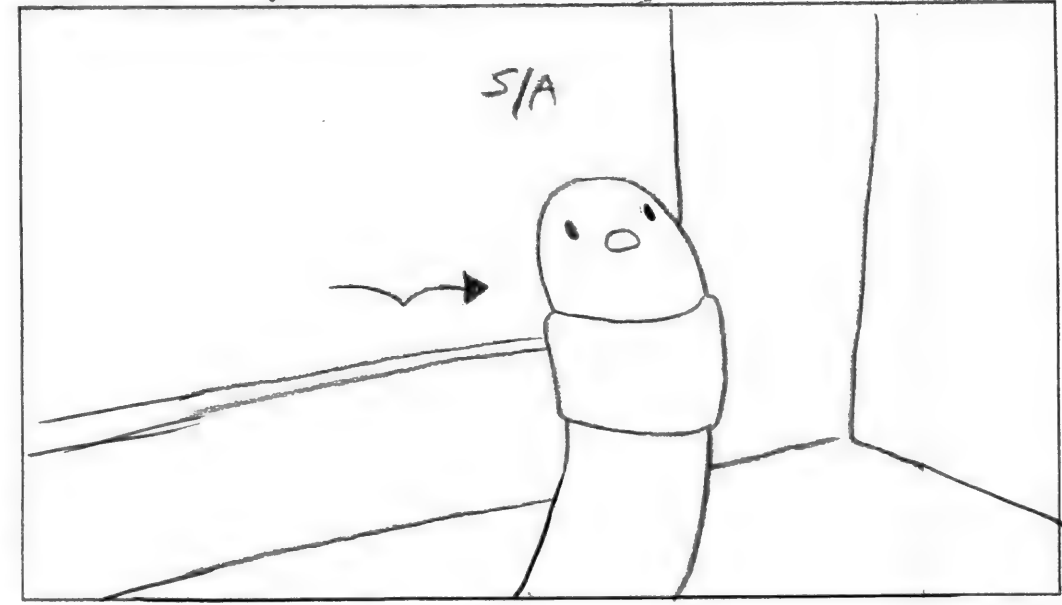


Sc. 154 cont

Pnl. B

Bg.

day night



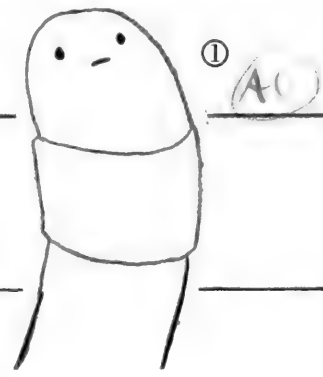
Dialog:

S: ♪ ARE YOU EVER GONNA ~

S: ♪ COME BACK HERE

Action:

Timing:



FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

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Cut

ADVENTURE TIME



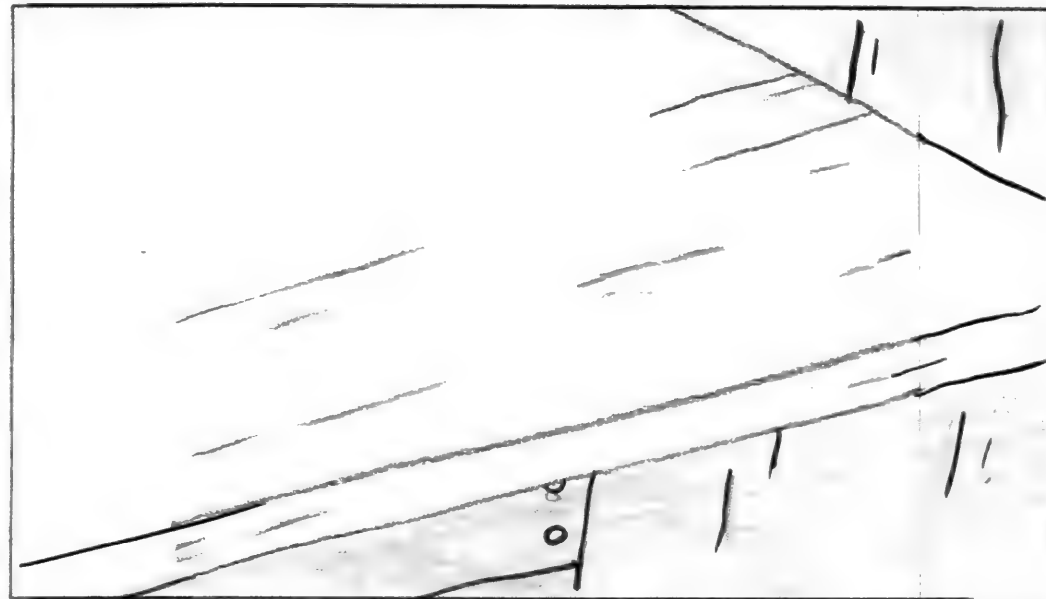
Page 300

Sc. 155

Pnl. A

Bg.

day night



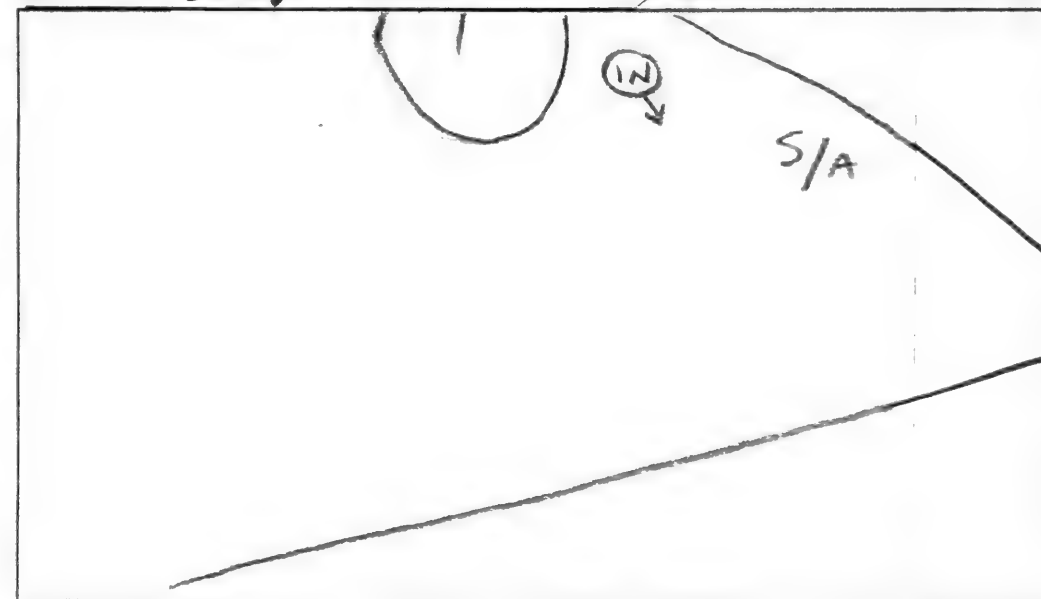
Sc. 155

Cut

Pnl. B

Bg.

day night



Dialog:

S: ♪ I SHOULDN'T

Action:

S: ♪ HAVE BEEN SO --

- S. SQUIRMS ON/S.

FEB 10 2014

Timing:

(10x FWD
(B) 2x
6x
(B1) 2x
REPEAT

(Y) (B) Cycle
FWD (B) (B) / (B)
Butt
Secrets FWD

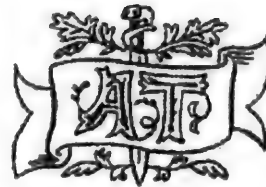
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



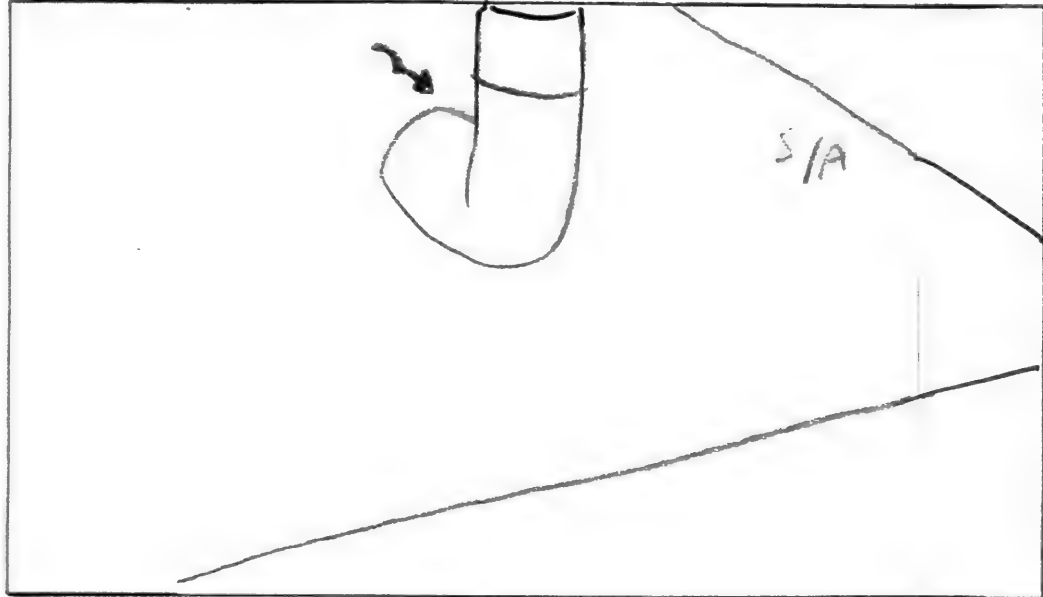
Page 30

Sc. 155 *cont*

Pnl. 0

Bg.

day night

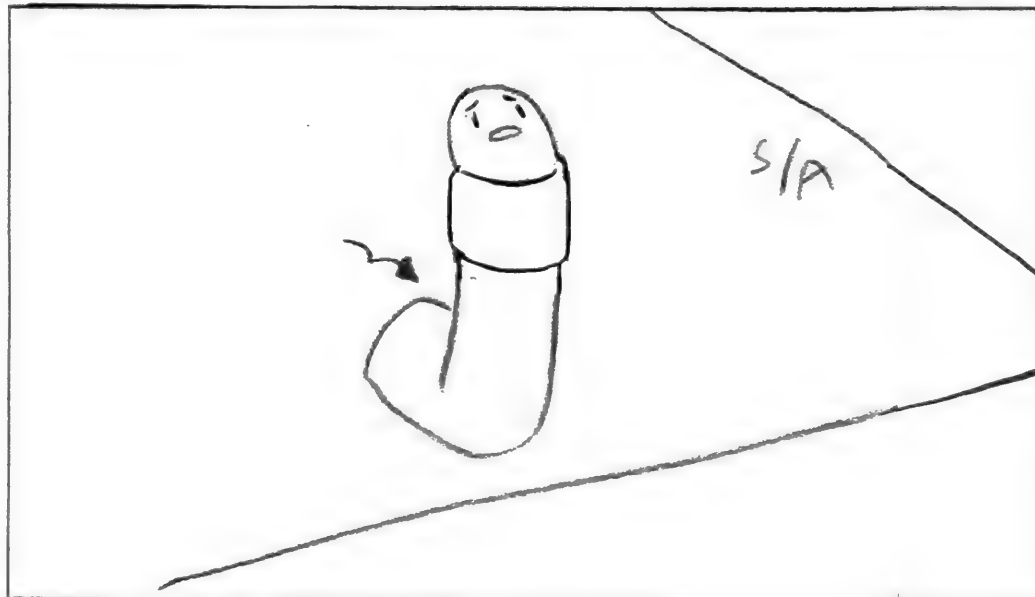


Sc. 155 *cont*

Pnl. D

Bg.

day night



Dialog:

S: ♪ HASTY

Action:

S: ♪ YOU WERE JUST A LITTLE --

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

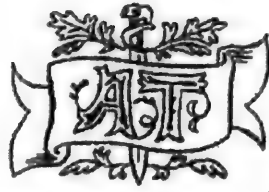
1025/172

1025/172

1025/172

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ADVENTURE TIME



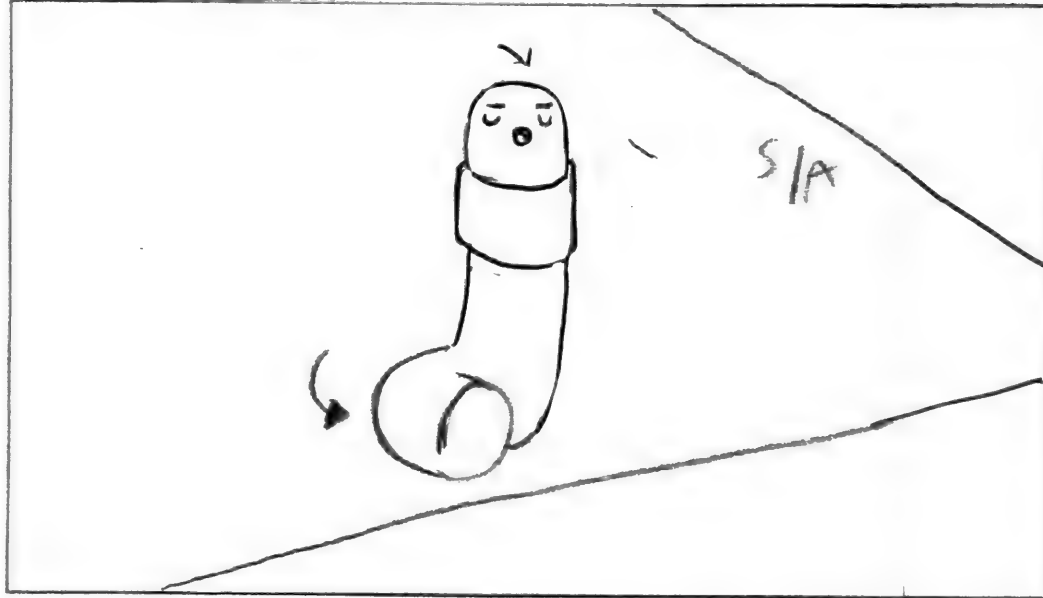
1st
cut

1st
cut

Sc. 155 *cont* Pnl. E

Bg.

day night

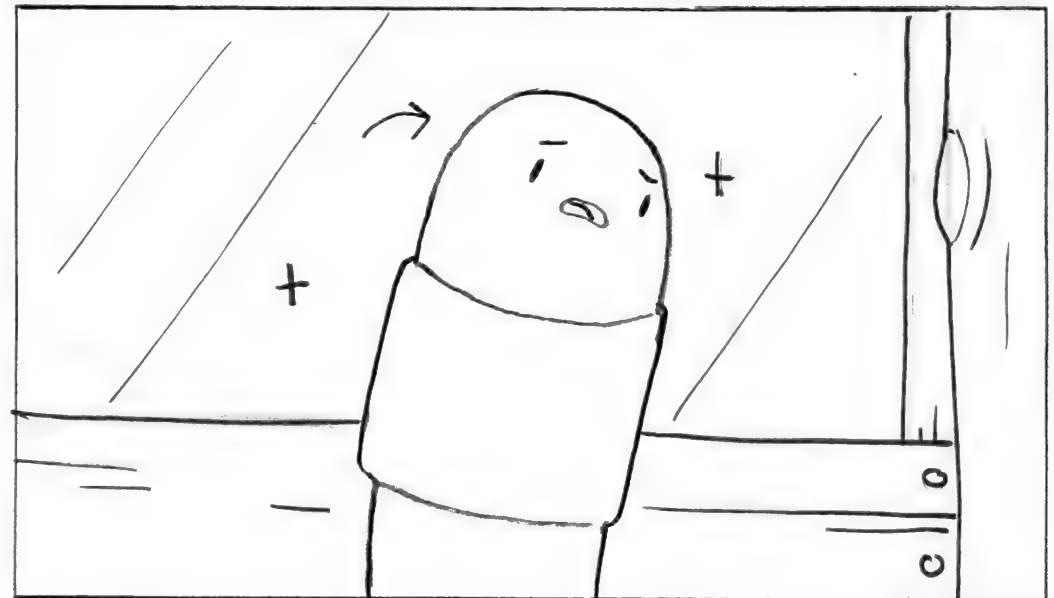


Sc. 156

Pnl. A

Bg.

day night

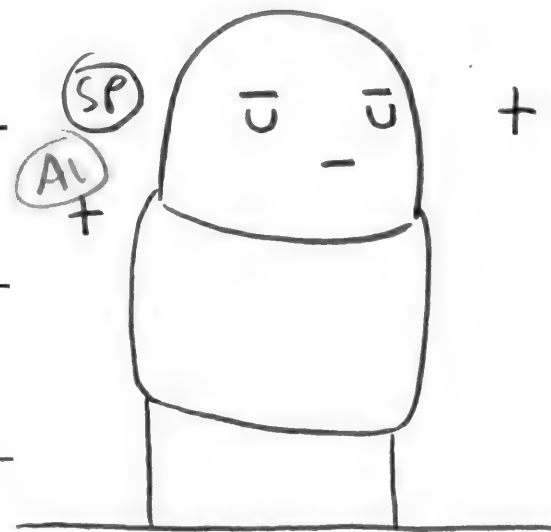


Dialog:

Action:

Timing:

S: ♪ BABY



+

S: ♪ OR MAYBE YOU WEREN'T --

FEB 10 2014

Production :

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1025/172

1025/172

1025/172

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1025/172

He cut

ADVENTURE TIME



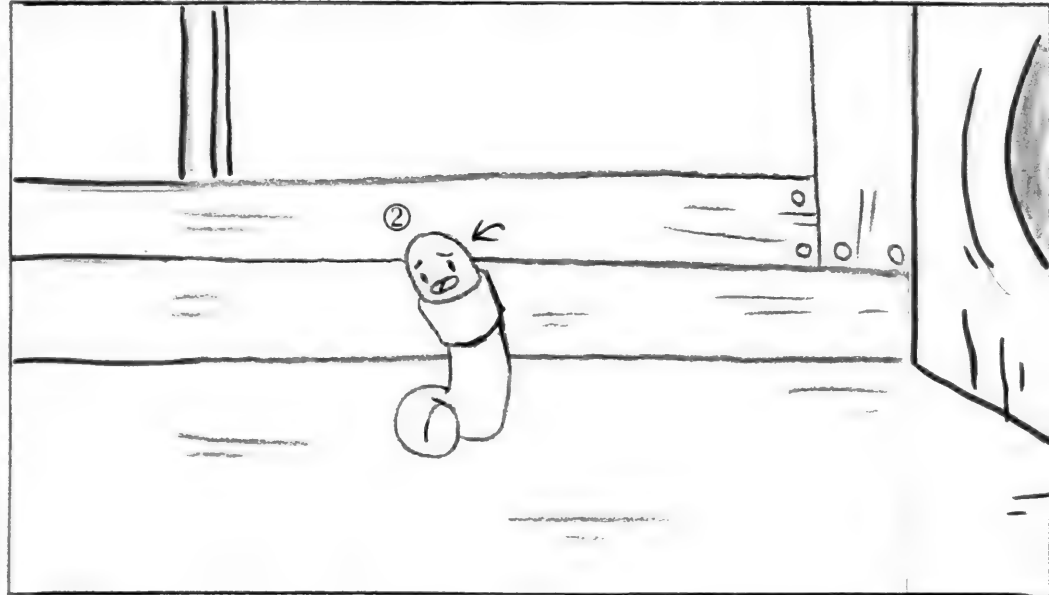
Page 303

Sc. 157

Pnl. A

Bg.

day night

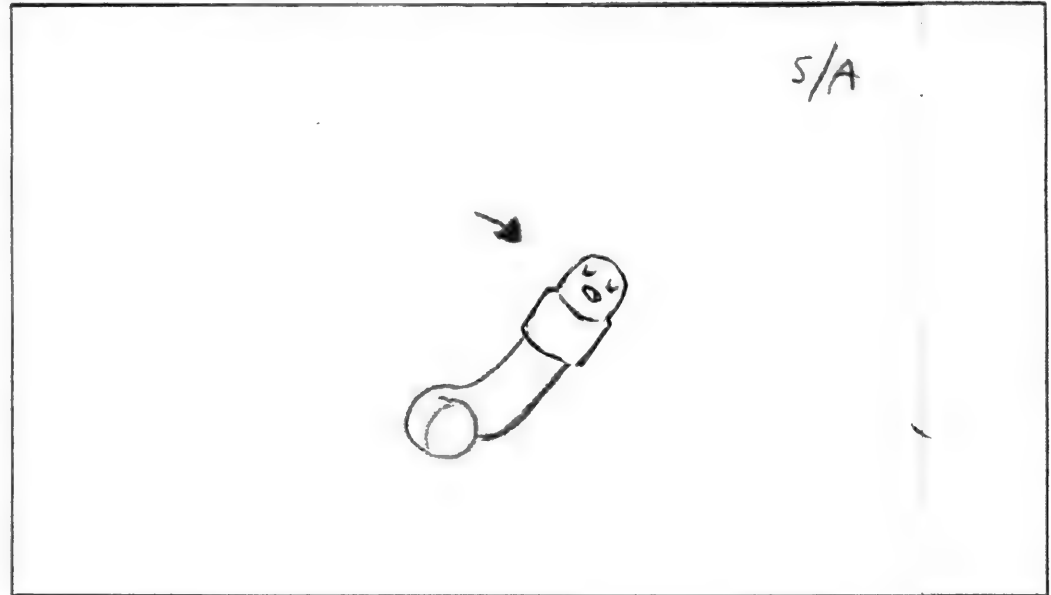


Sc. 157 CONT

Pnl. B

Bg.

day night



Dialog:

S: ♪ I'M NOT REALLY --

Action:

S: ♪ SURE HOW

- S. STARTS FALLING

Timing:



FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

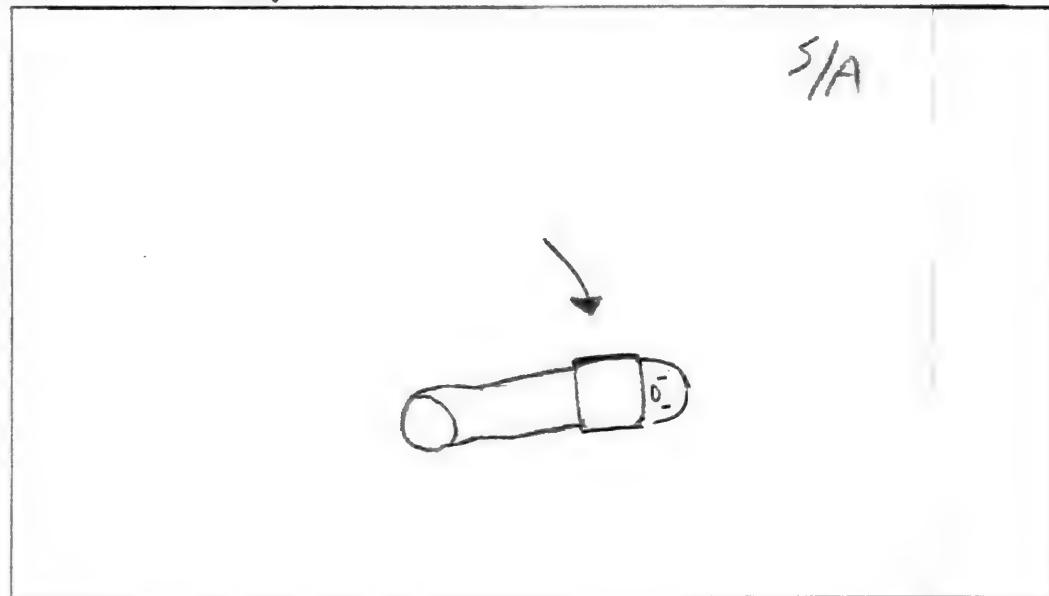
1025/172

ADVENTURE TIME

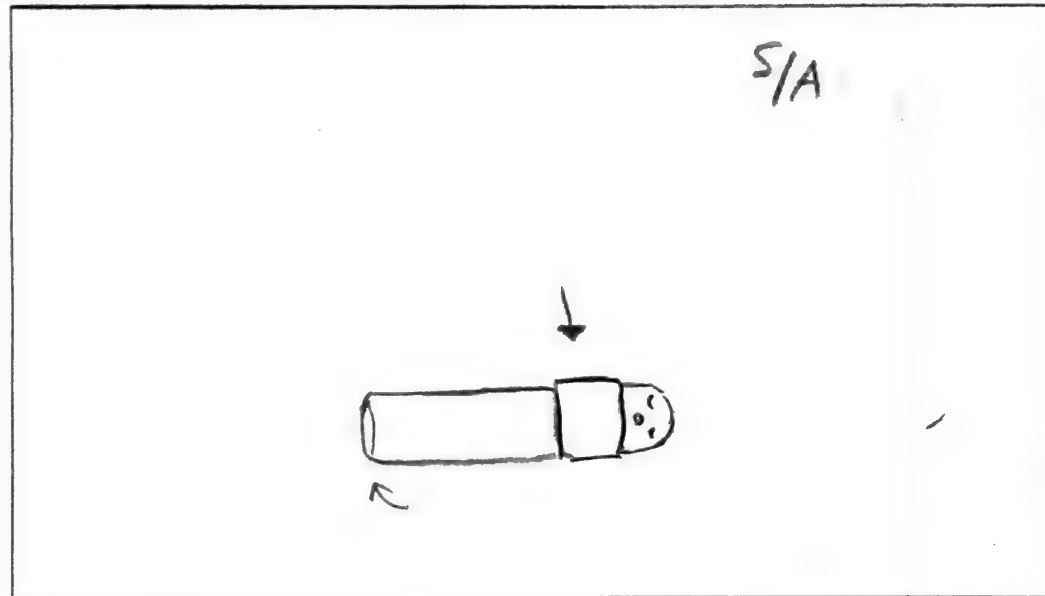


Page 304

Sc. 157 *CONT* Pnl. C Bg. day night



Sc. 157 *CONT* Pnl. D Bg. day night



Dialog:

S: ♪ LITTLE BROTHERS

Action:

- SHELBY LAYS DOWN

FEB 10 2014

Timing:

Hu Cut

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



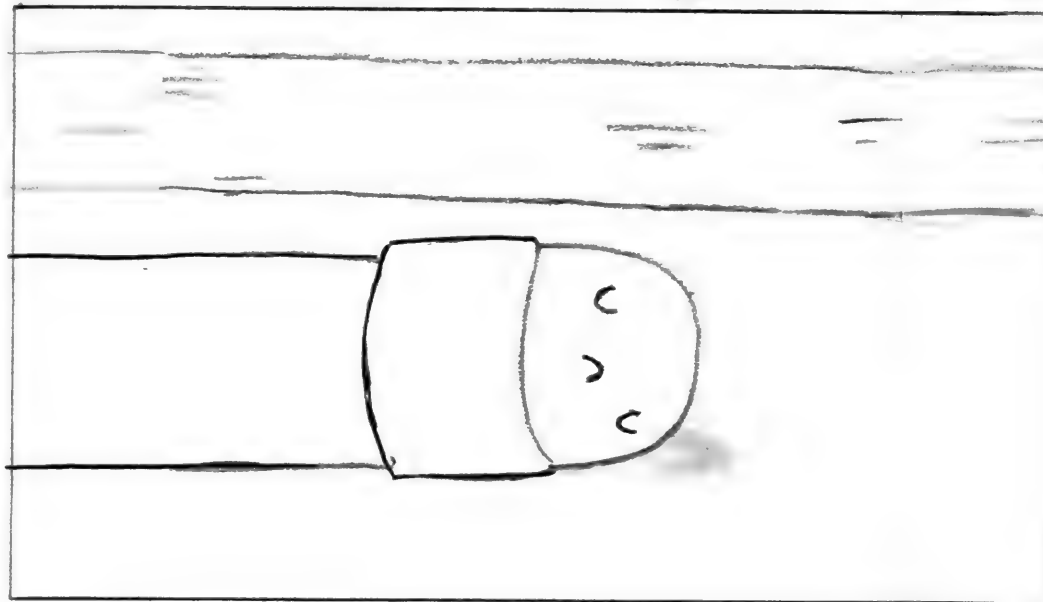
Page 305

Sc. 158

Pnl. A

Bg.

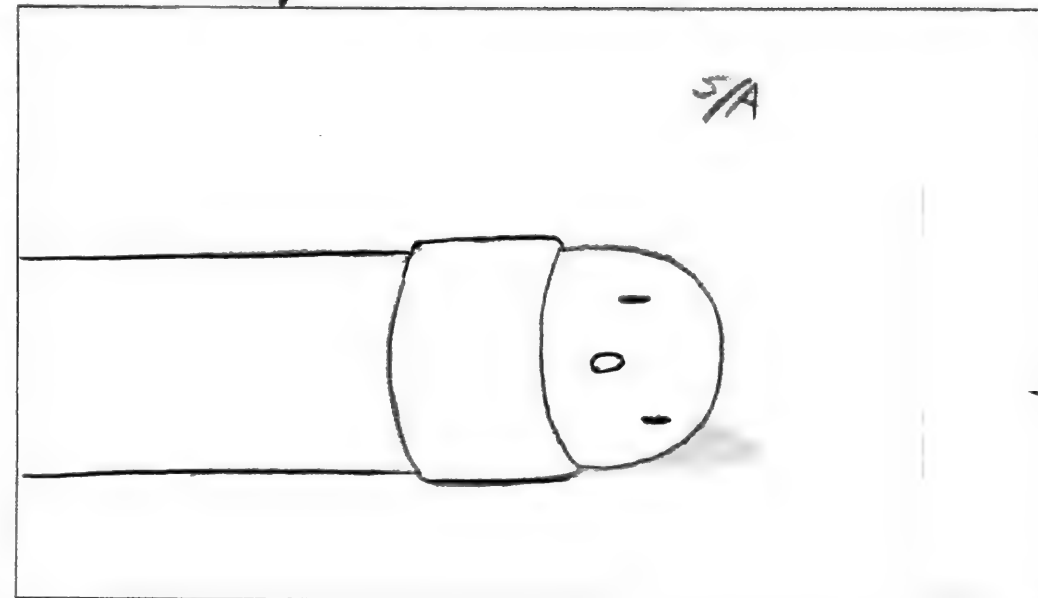
day night



Sc. 158 *cont* Pnl. B

Bg.

day night



Dialog:

S: [SNIFF]

RENT (O/S): ♪ You uu

Action:

SFX: ♪ ♪

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

Ent

ADVENTURE TIME



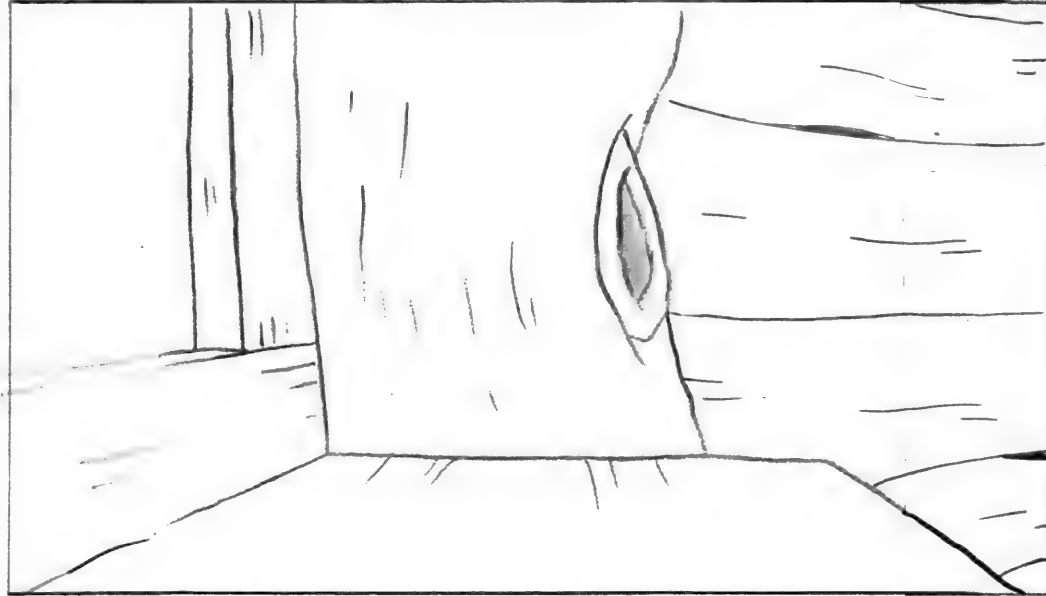
Page 306

Sc. 159

Pnl. A

Bg.

day night

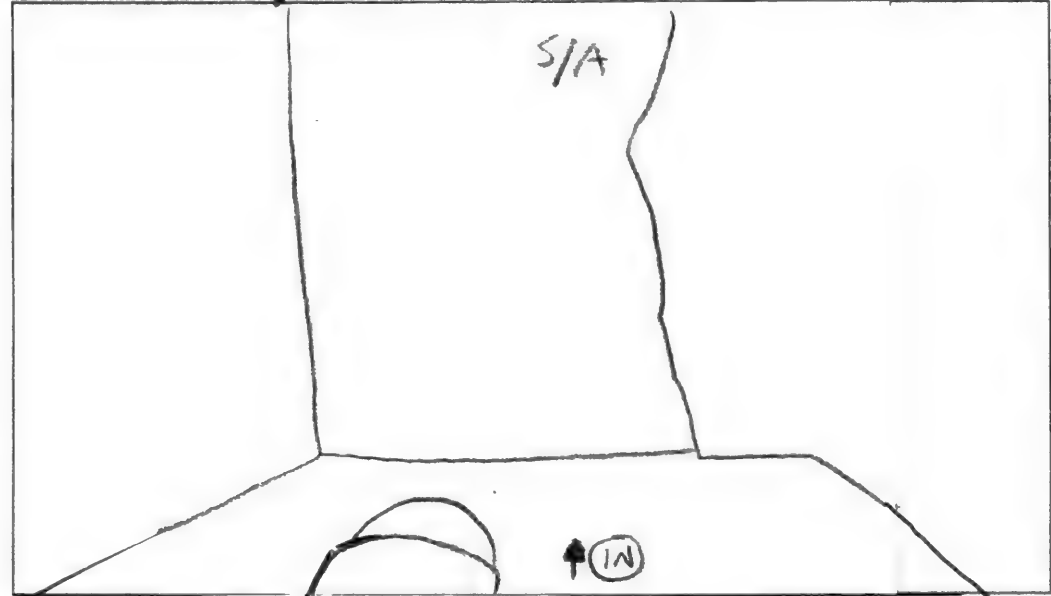


Sc. 159 *cont*

Pnl. B

Bg.

day night



Dialog:

(o/s)

K: ♪ WERE THE FIRST FRIEND ~

(o/s)

K: ♪ 1 --

Action:

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Timing:

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1025/172

Production :

1025/172

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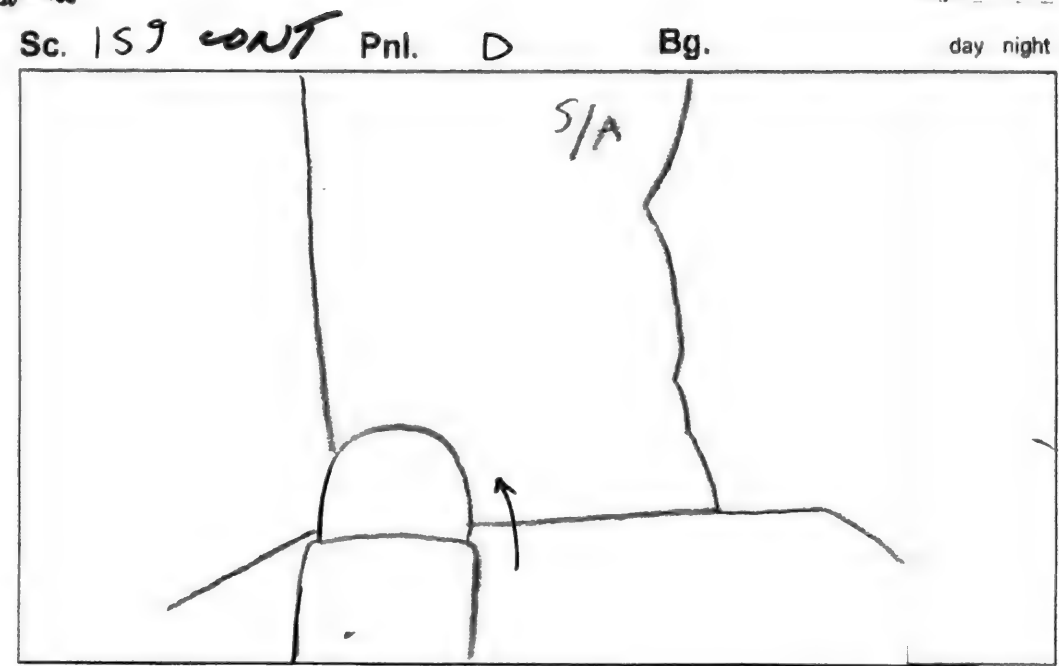
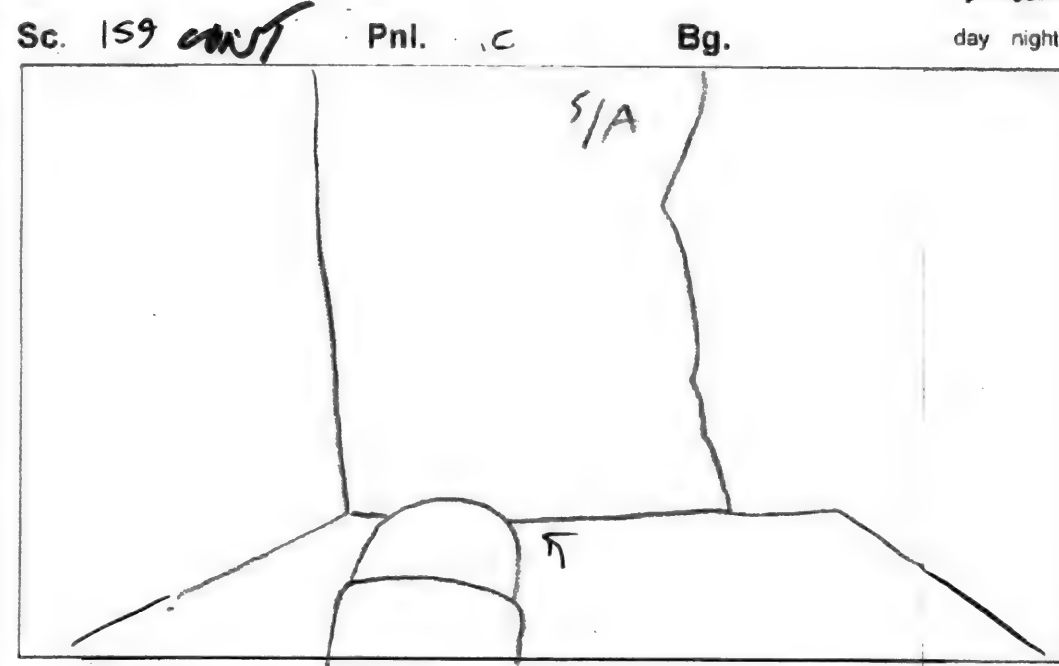
1025/172

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ADVENTURE TIME



Page 307



Dialog:

K: JEVER --

Action:

- S. STANDS UP : -

K: JHAD --

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

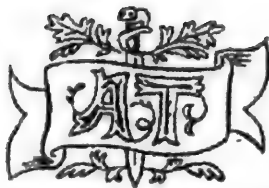
Production :

1025/172

1025/172

HW
CUT

ADVENTURE TIME



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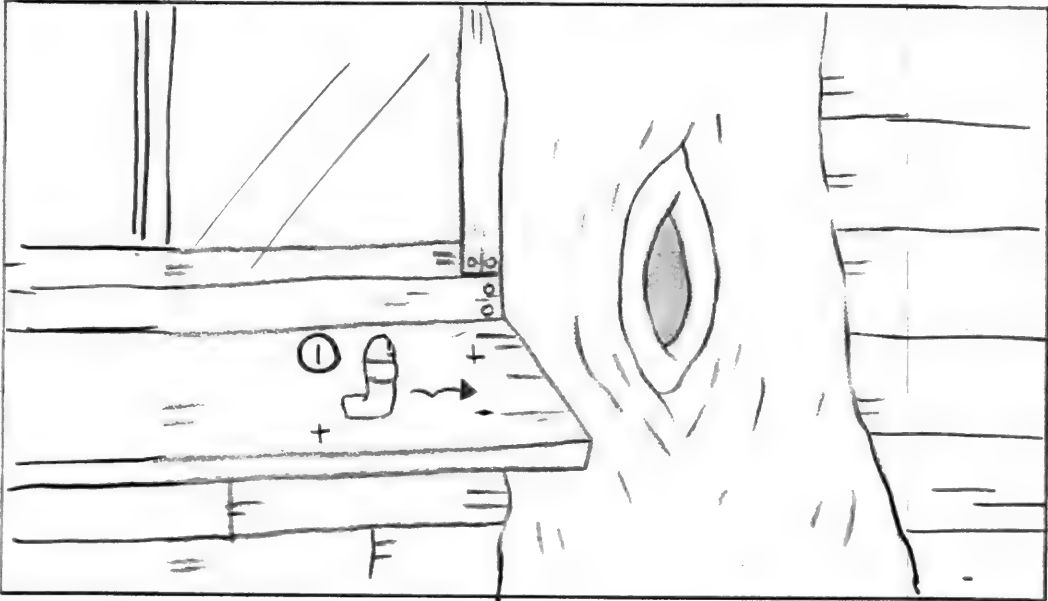
HW
CUT

Sc. 160

Pnl. A

Bg.

day night



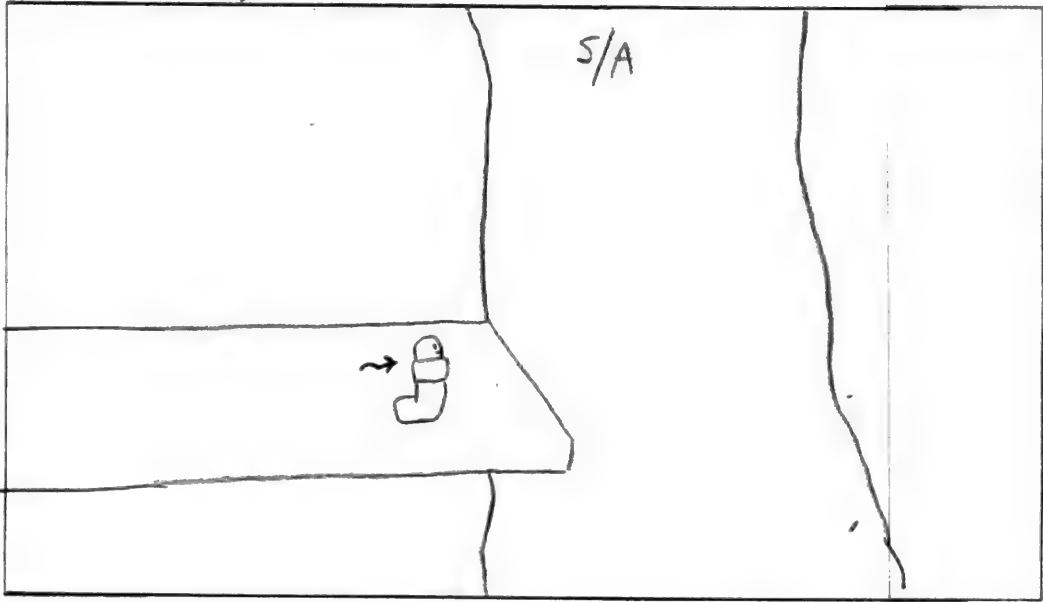
Sc. 160

cont

Pnl. B

Bg.

day night



Dialog:

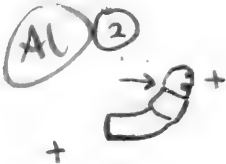
S+K: NO ONE --

S+K: CAN COMPARE --

Action:

- S. SCOOTCHES FORWARD

Timing:



FEB 10 2014

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Production :

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1025/172

the cut

ADVENTURE TIME



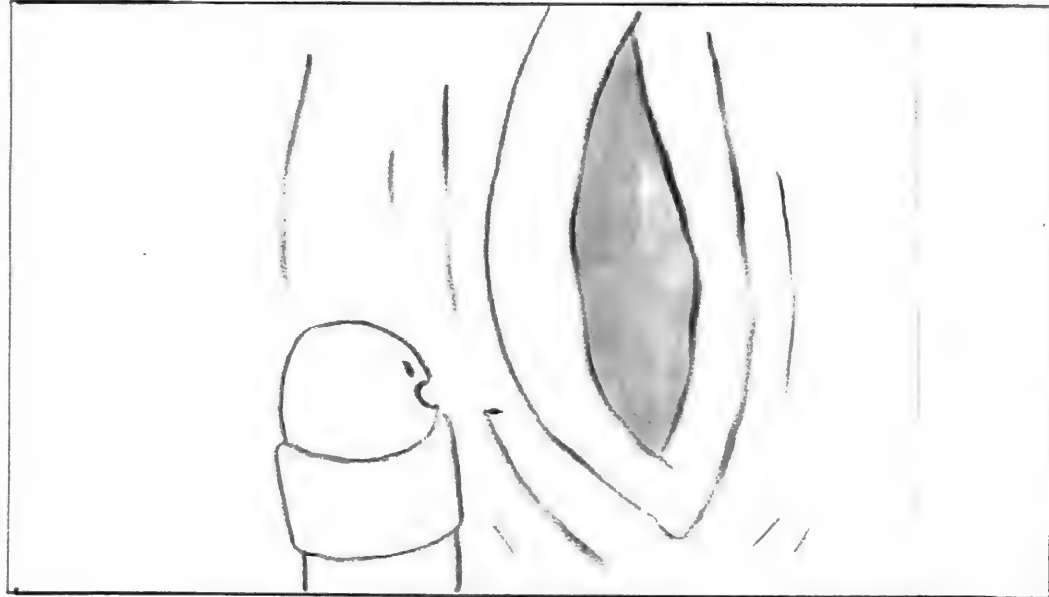
Page 309

Sc. 161

Pnl. A

Bg.

day night

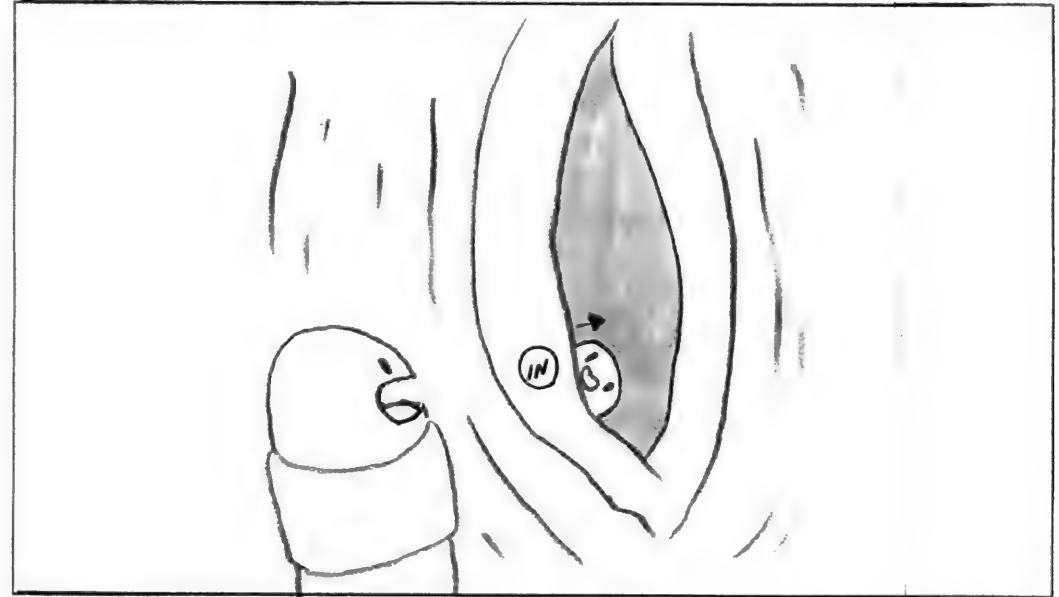


Sc. 161 *CONT*

Pnl. B

Bg.

day night



Dialog:

S+K: ♪ TOGETHER --

Action:

S+K: ♪ WE COULD PROBABLY
FIGHT A BEAR!

- KENT POPS IN

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Timing:

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Production :

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ADVENTURE TIME



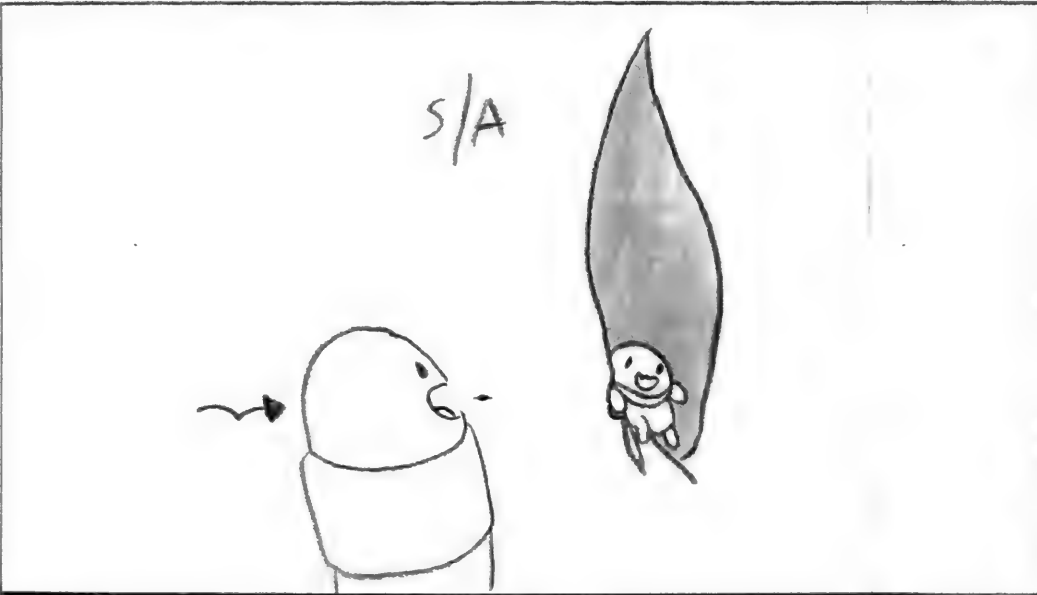
Has
Cut

Sc. 161 *cont*

Pnl. C

Bg.

day night

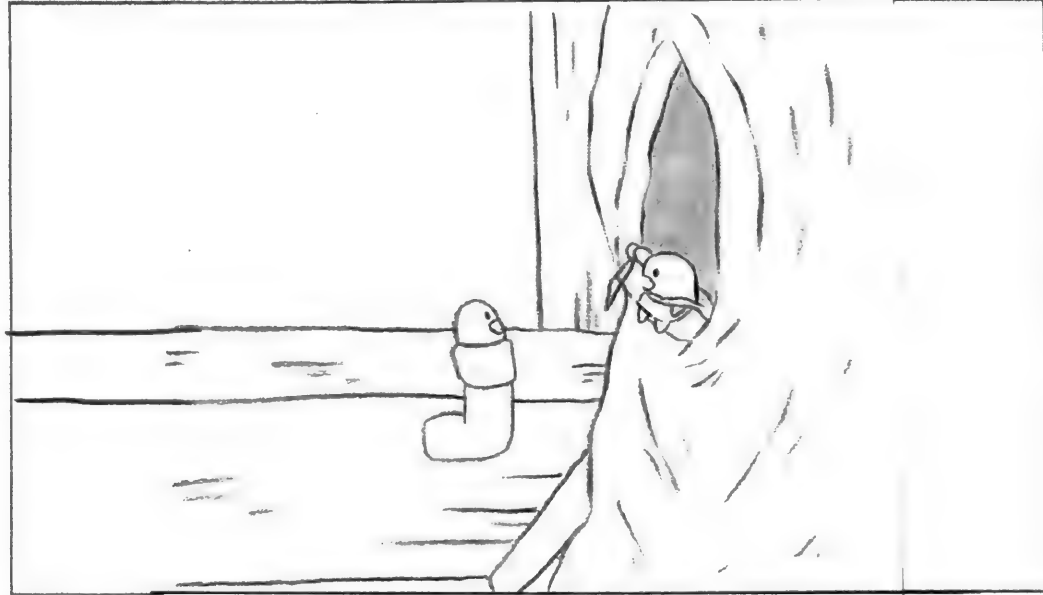


Sc. 162

Pnl. A

Bg.

day night



Dialog:

S+K : ♪ SO IF YOU'RE SAD SLASH LONELY--

S+K : ♪ DON'T BE , CAUSE --

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

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1025/172

ADVENTURE TIME

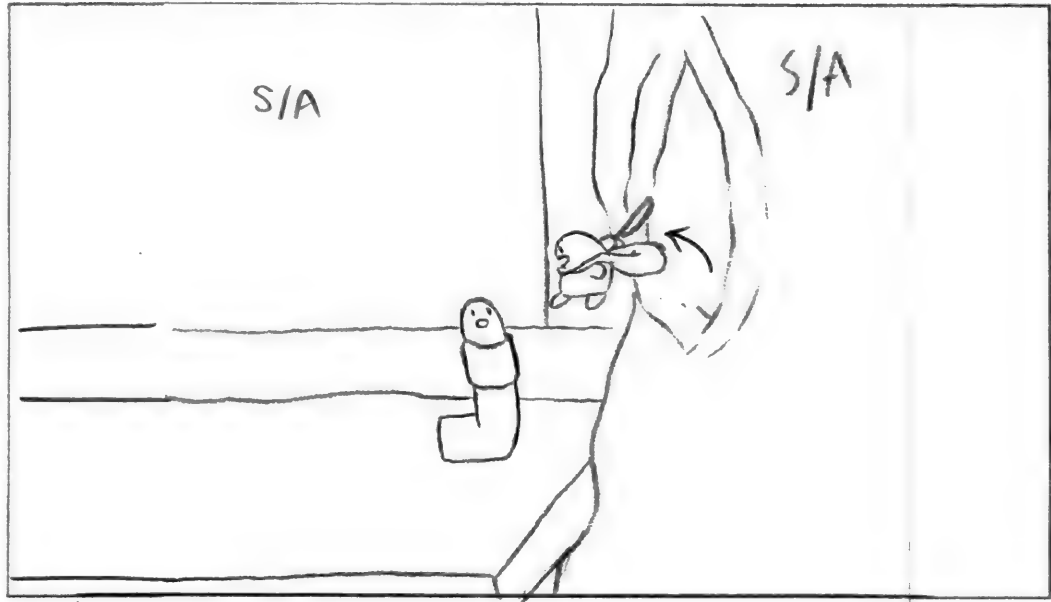


Handwritten notes: "Hill" and "Curt".

Sc. 162 *cont* Pnl. B

Bg.

day night

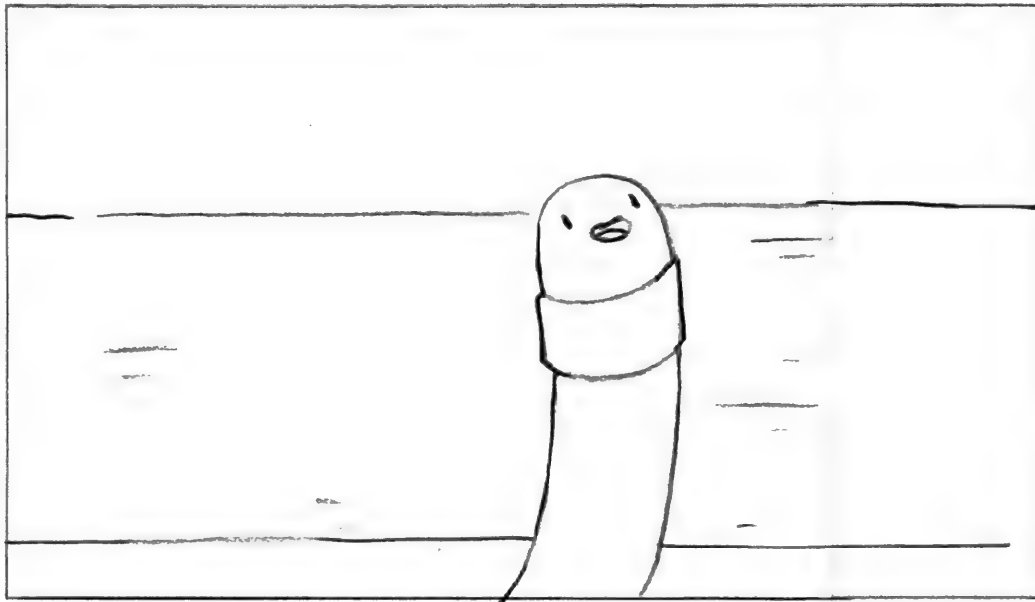


Sc. 163

Pnl. A

Bg.

day night



Dialog:	
S+K: ♪ I'll --	S+K: ♪ BE --
Action: - K. HOPS OUT OF KNOT HOLE	
Timing:	
FEB 10 2014	

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EPISODE # 1025-172

1025/172

Production :

ADVENTURE TIME



Sc. 163 *cont* Pnl. B Bg. ^(IN) day night

Sc. 163 *cont* Pnl. C Bg. day night

Dialog:	
S+K: ♪ RIGHT --	S+K: ♪ HERE --
Action:	
- K. LEAPS ON/S	
FEB 10 2014	
Timing:	

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME



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He cut

Sc. 163 *cont* Pnl. D

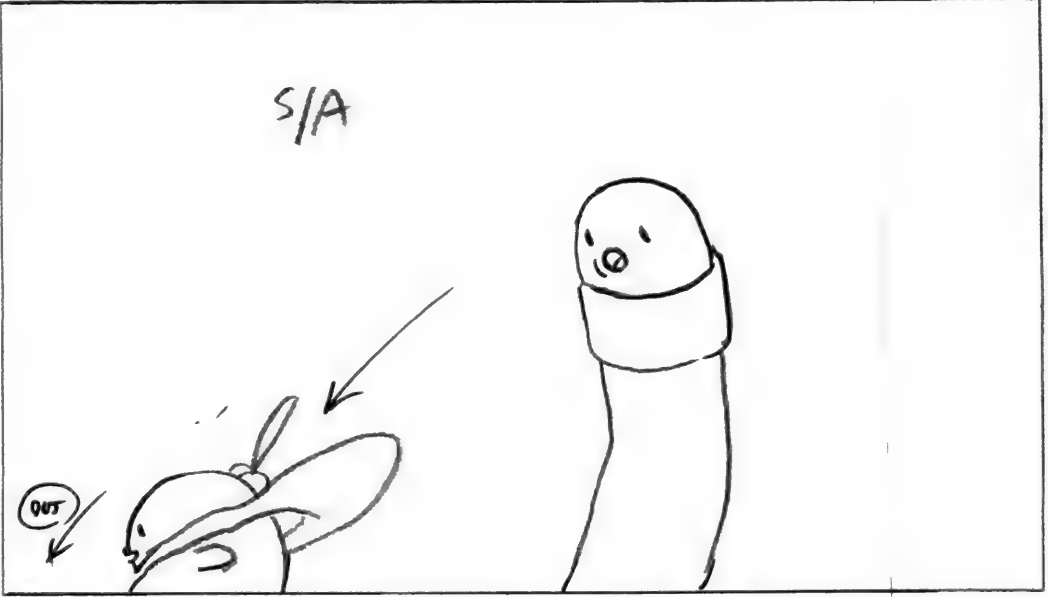
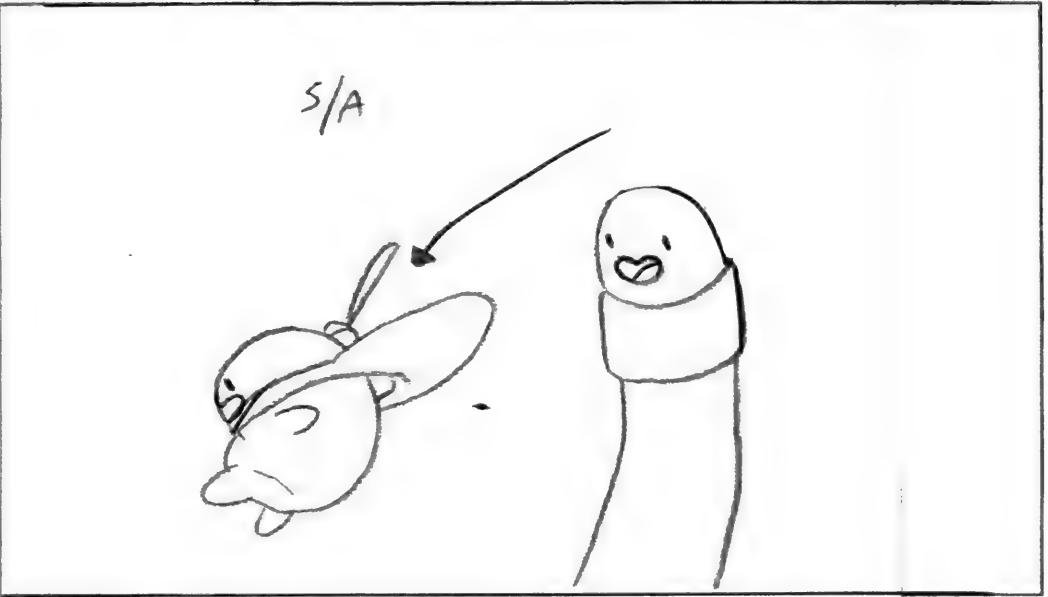
Bg.

day night

Sc. 163 *cont* Pnl. E

Bg.

day night



Dialog:

S+K: ♪ NEXT

Action:

S+K: ♪ TO YOU

FEB 1 0 2014

Timing:

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1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



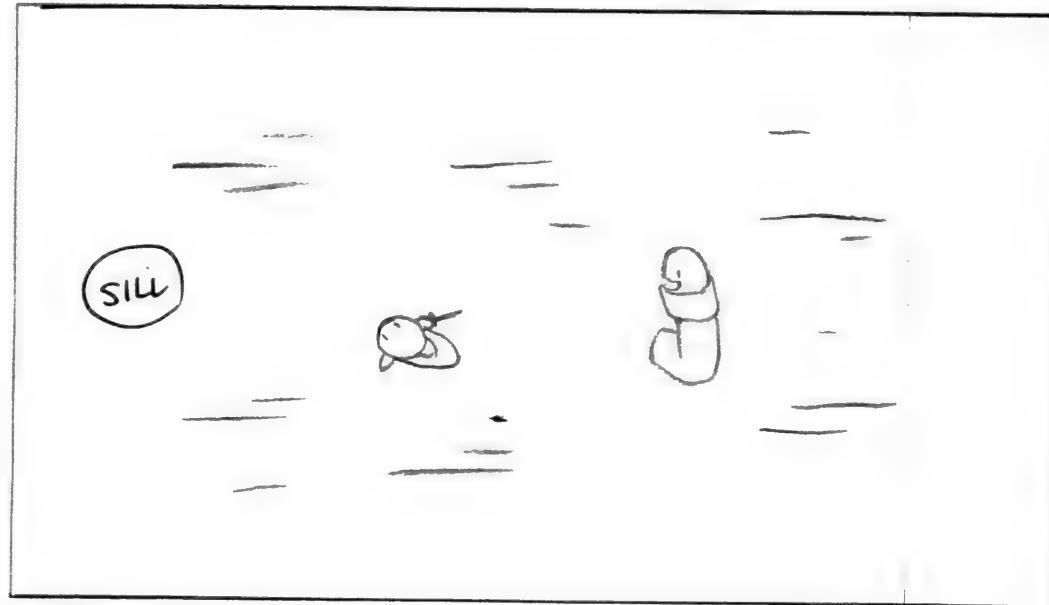
Page 314

Sc. 164

Pnl. A

Bg.

day night

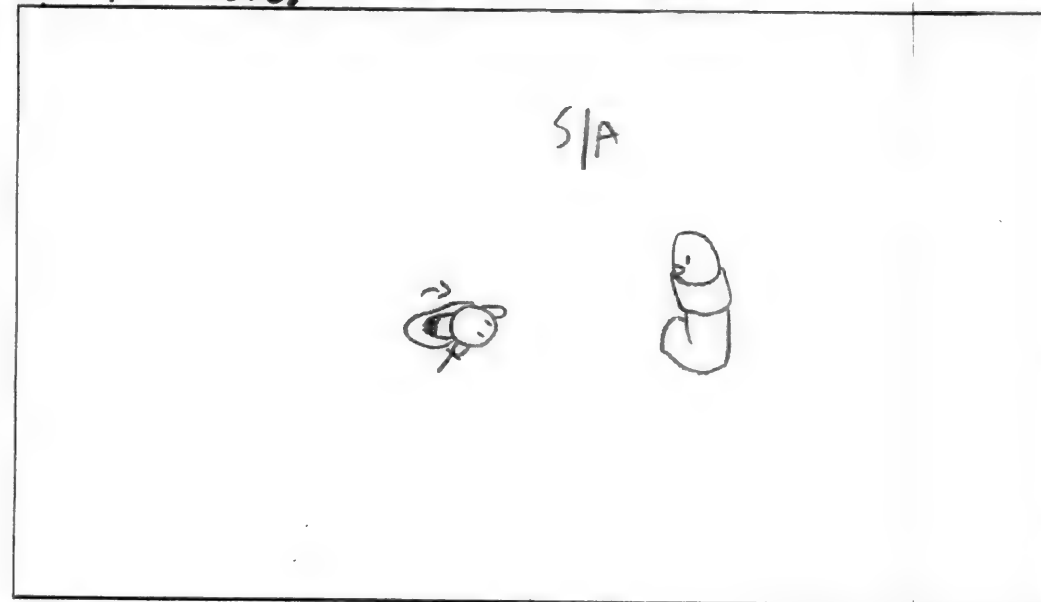


Sc. 164 *cont*

Pnl. B

Bg.

day night



Dialog:

S+K: ♪ CAUSE --

Action:

S+K: ♪ THAT'S --

- K TURNS TOW

FEB 10 2014

Timing:

EPISODE # 1025-172

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Production :

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1025/172

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ADVENTURE TIME



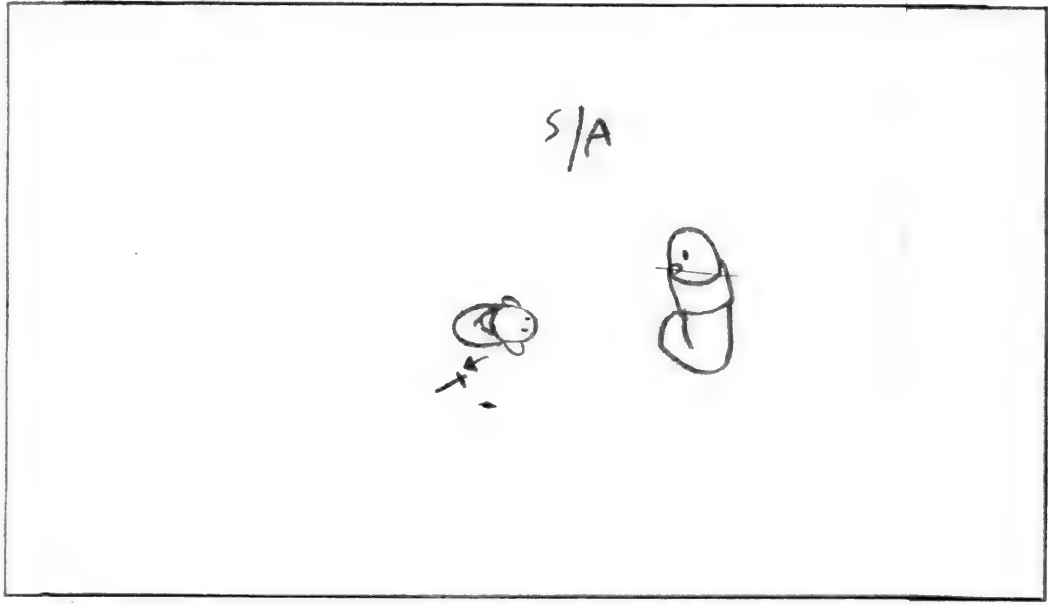
the cut

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Sc. 164 *cont* Pnl. C

Bg.

day night

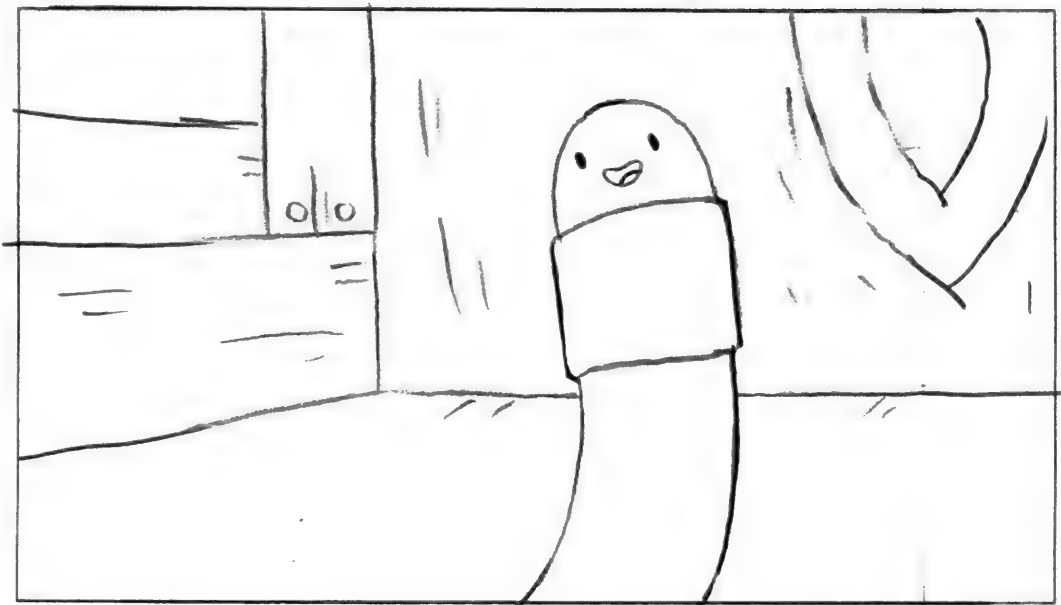


Sc. 165

Pnl. A

Bg.

day night



Dialog:

S+K: ♪ WHAT --

S: ♪ BIG K: ♪ LITTLE

Action:

KENT DROPS SWORD

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Timing:

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Production :

1025/172

1025/172

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ADVENTURE TIME

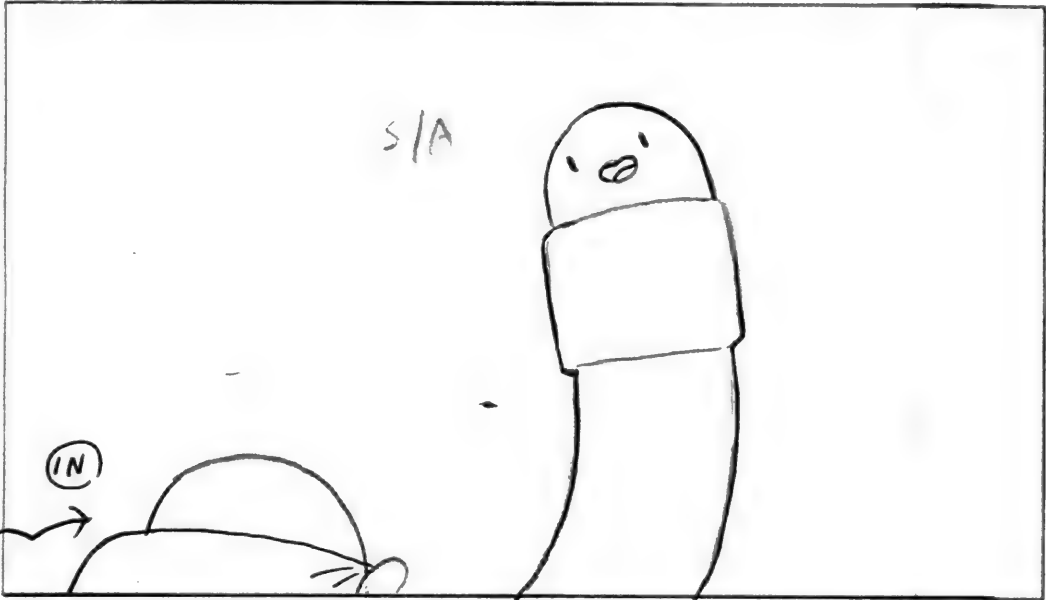


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Sc. 165 *cont* Pnl. B

Bg.

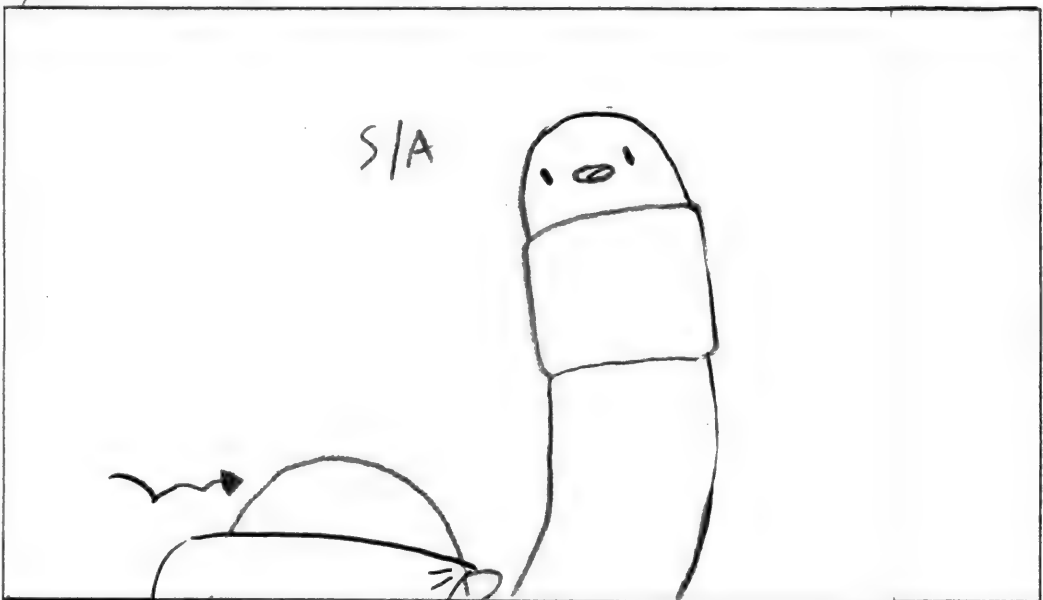
day night



Sc. 165 *cont* Pnl. C

Bg.

day night



Dialog:

S+K: ♪ BROTHERS --

Action:

- SHELBY RUNS ON/S

S+K: ♪ ARE SUPPOSED --

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME

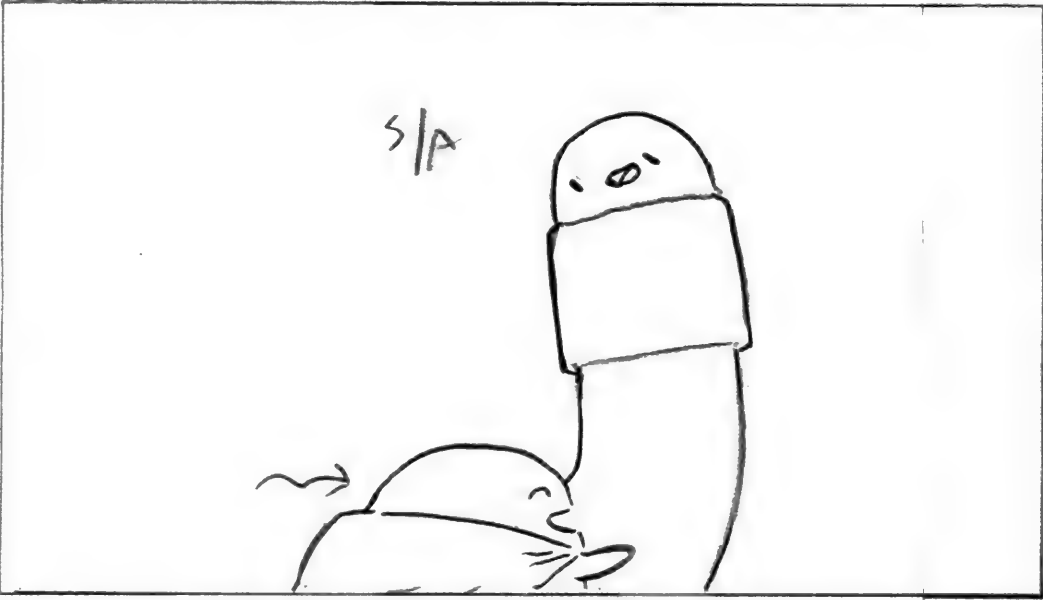


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Sc. 16S *CONST* Pnl. D

Bg.

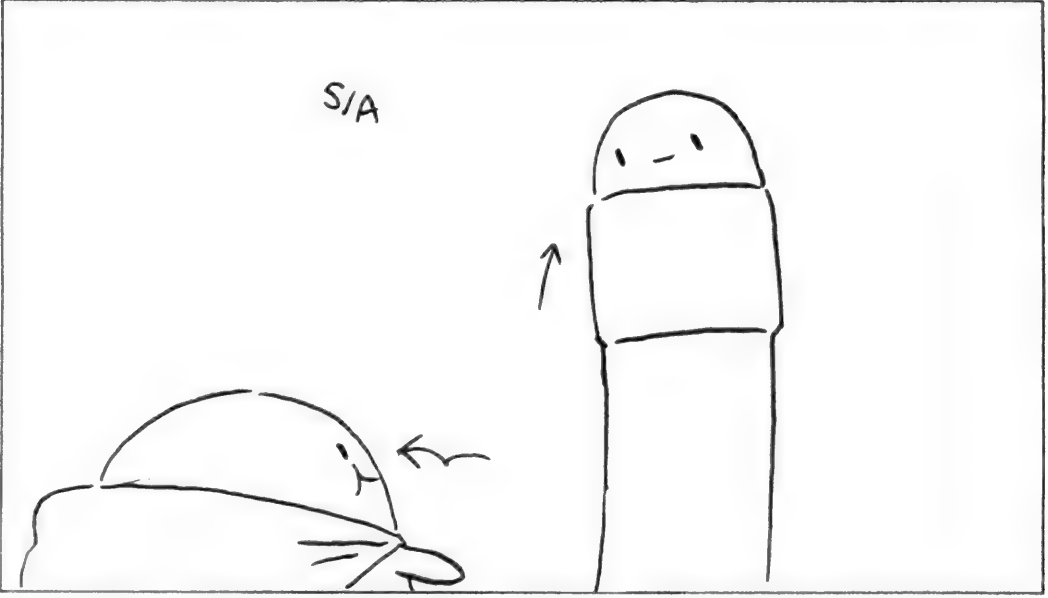
day night



Sc. 16S *CONST* Pnl. E

Bg.

day night



Dialog:

STK: TO DO

< SONG
ENDS >

Action:

- KENT HUGS SHELBY.

- K BACKS AWAY FROM S.

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

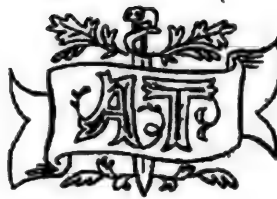
1025/172

1025/172

1025/172

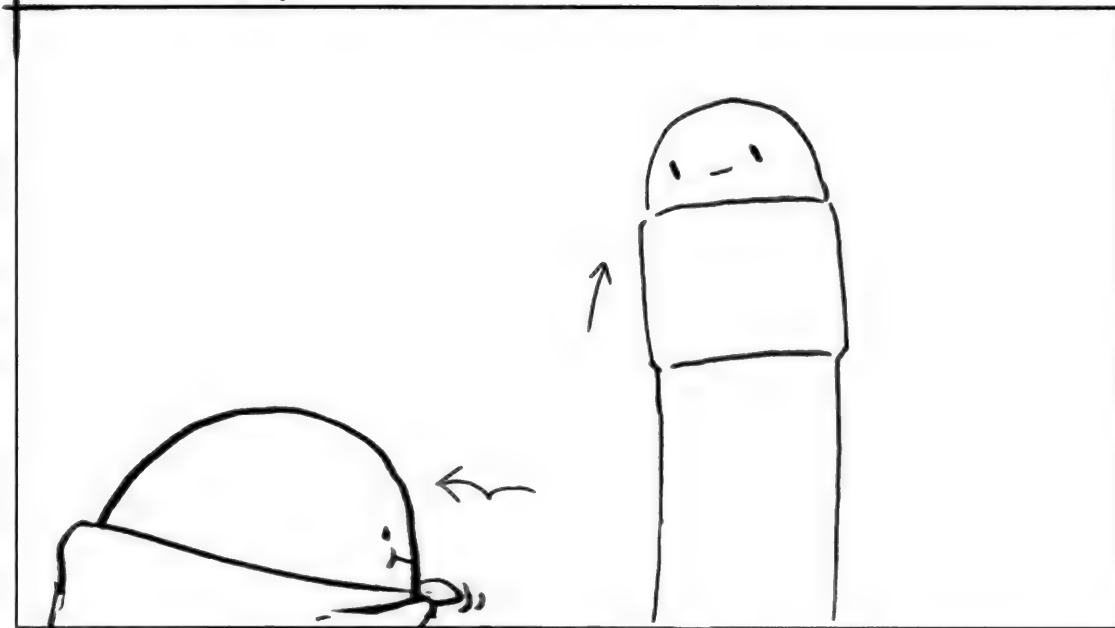
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ADVENTURE TIME

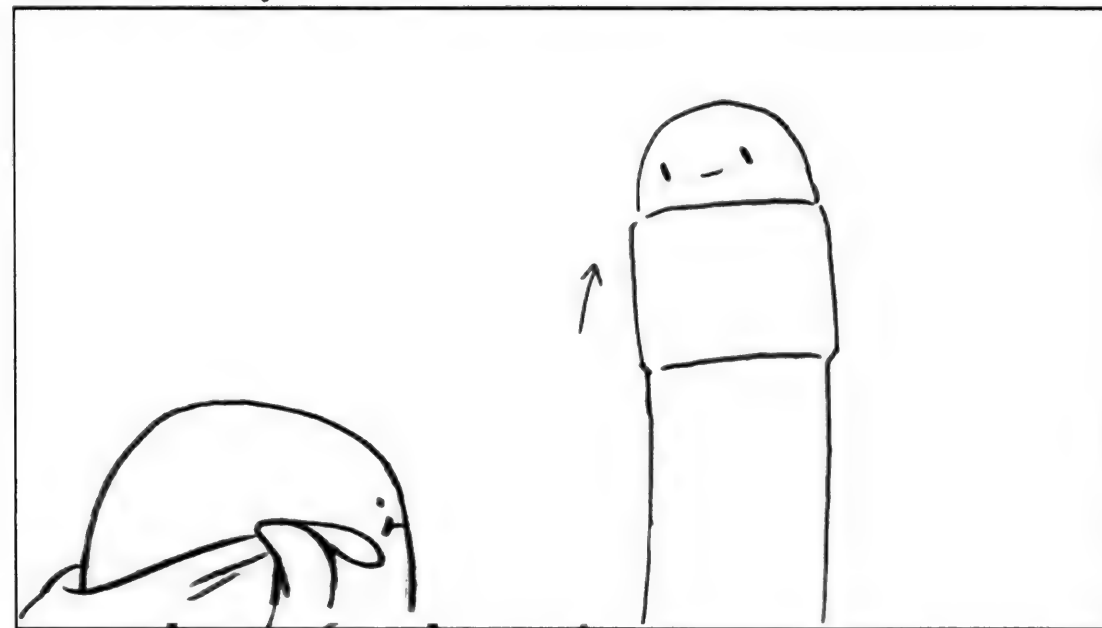


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Sc. 165 *cont* Pnl. F Bg. day night



Sc. 165 *cont* Pnl. G Bg. day night



Dialog:

Action:

- K UNTIES PACK.

FEB 10 2014

Timing:

EPISODE # 1025-172

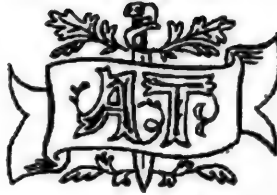
Production :

1025/172

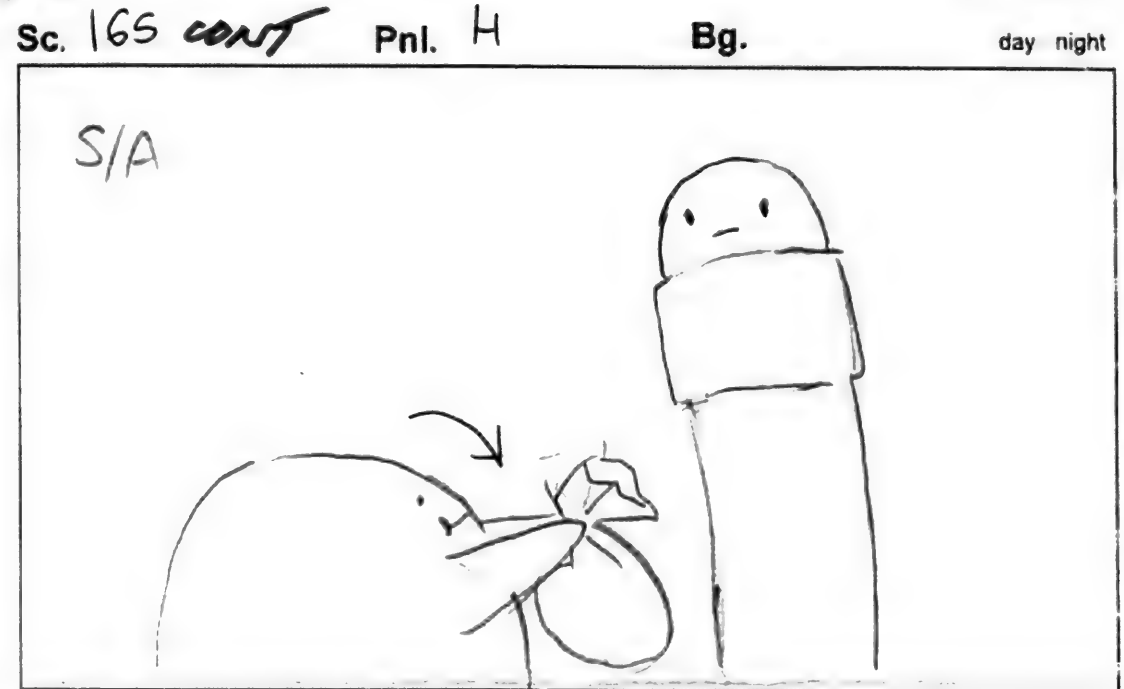
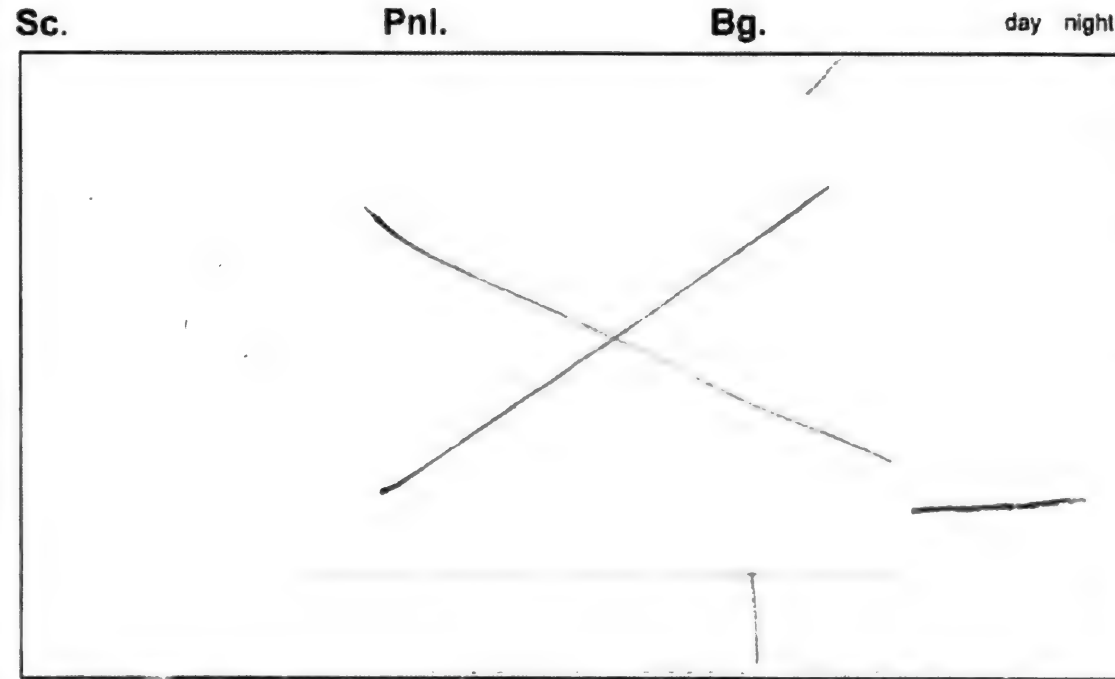
1025/172

1025/172

ADVENTURE TIME



Page 319



Dialog:

Action:

- K. BACKS UP
AND HOLDS UP SACK.

FEB 10 2014

Timing:

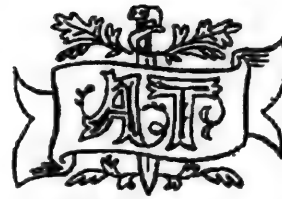
EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



REVISED
2/11/14

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Sc. 165 cont Pnl. I

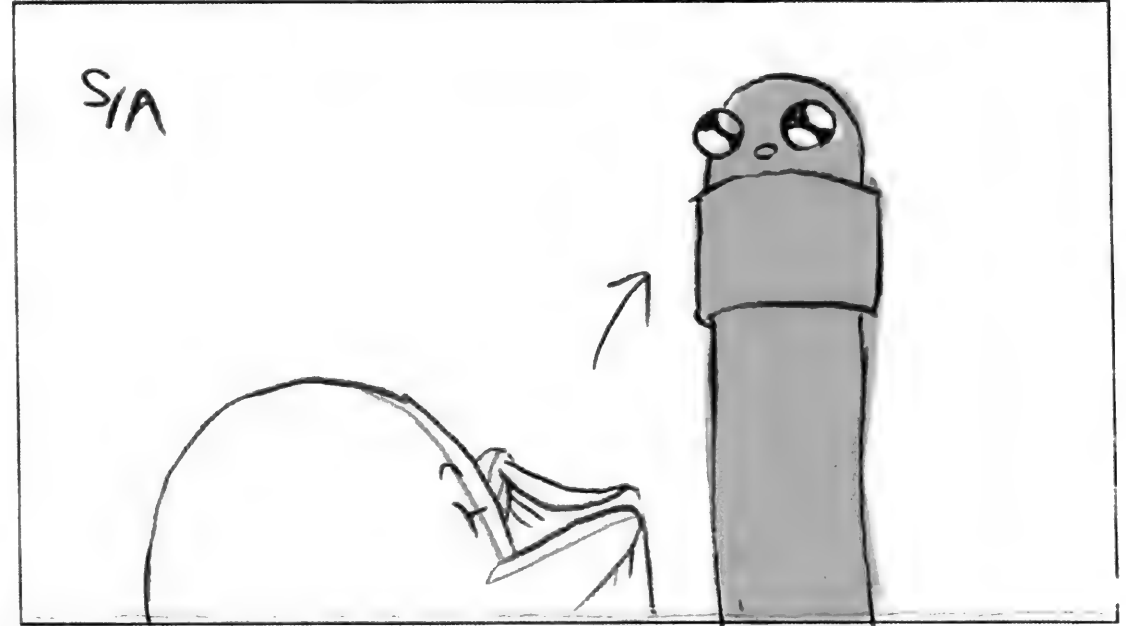
Bg.

day night

Sc. 165 cont Pnl. J

Bg.

day night



Dialog:

SHELBY: WHOOA.

Action:

- K. HOLDS OPEN
SACK.

FEB 10 2014

Timing:

EPISODE # 1025-172

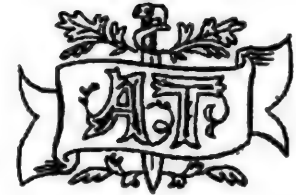
Production :

1025/172

1025/172

HW
cut

ADVENTURE TIME

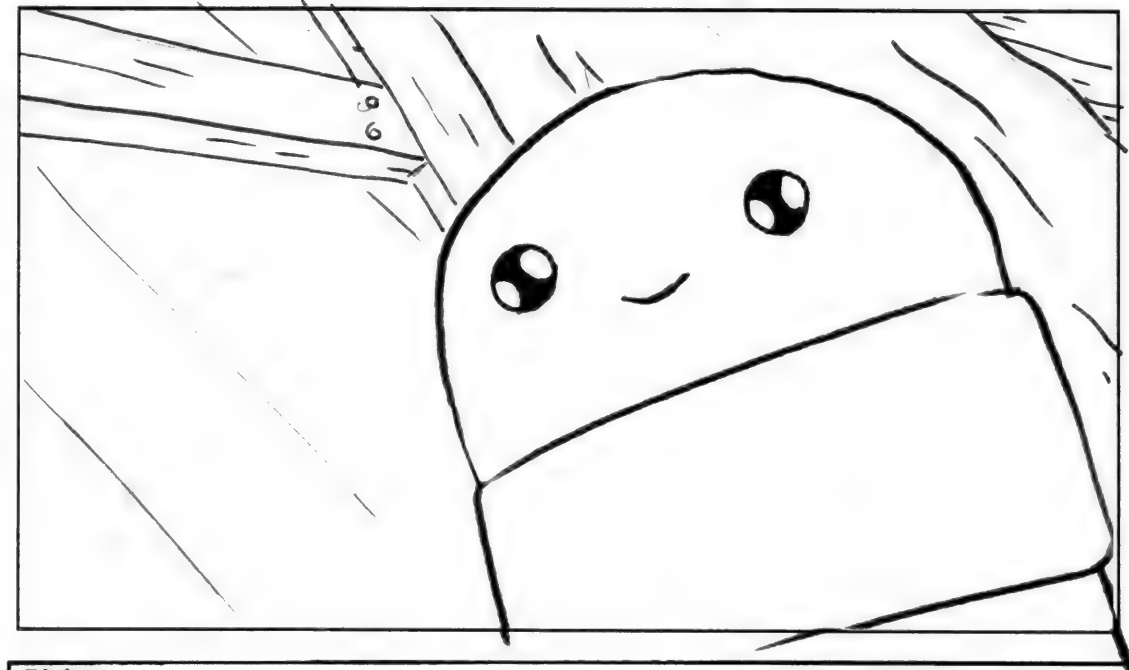


Sc. 166

Pnl. A

Bg.

day night



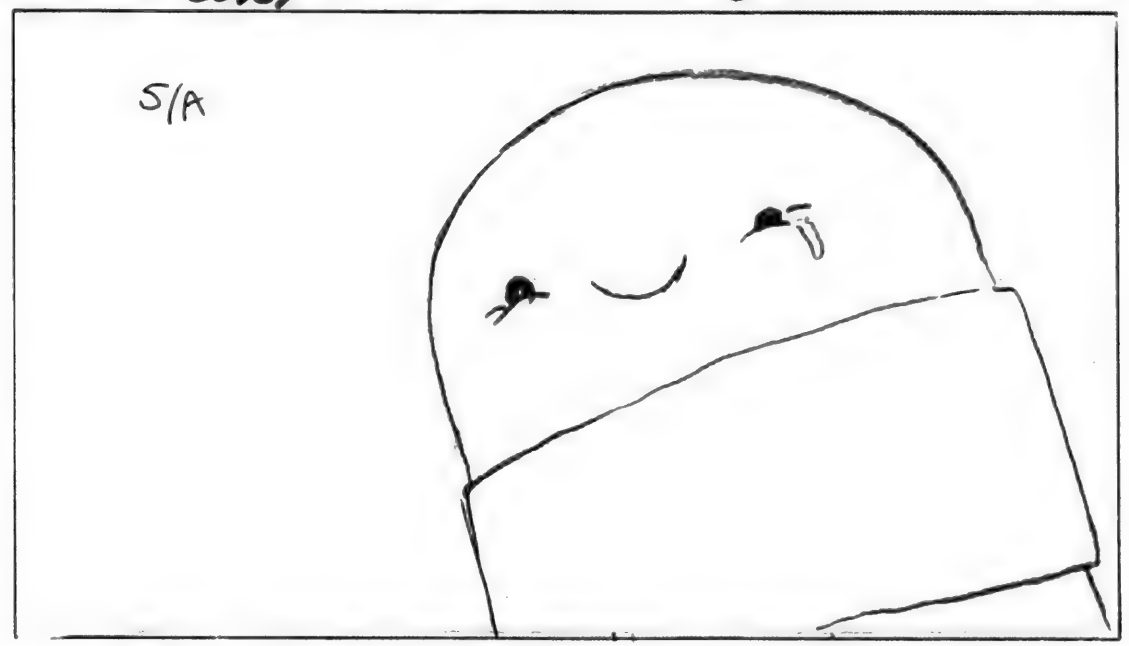
Sc. 166

cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

S: SNF.

- SINGLE TEAR.

FEB 10 2014

Production :

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Cut

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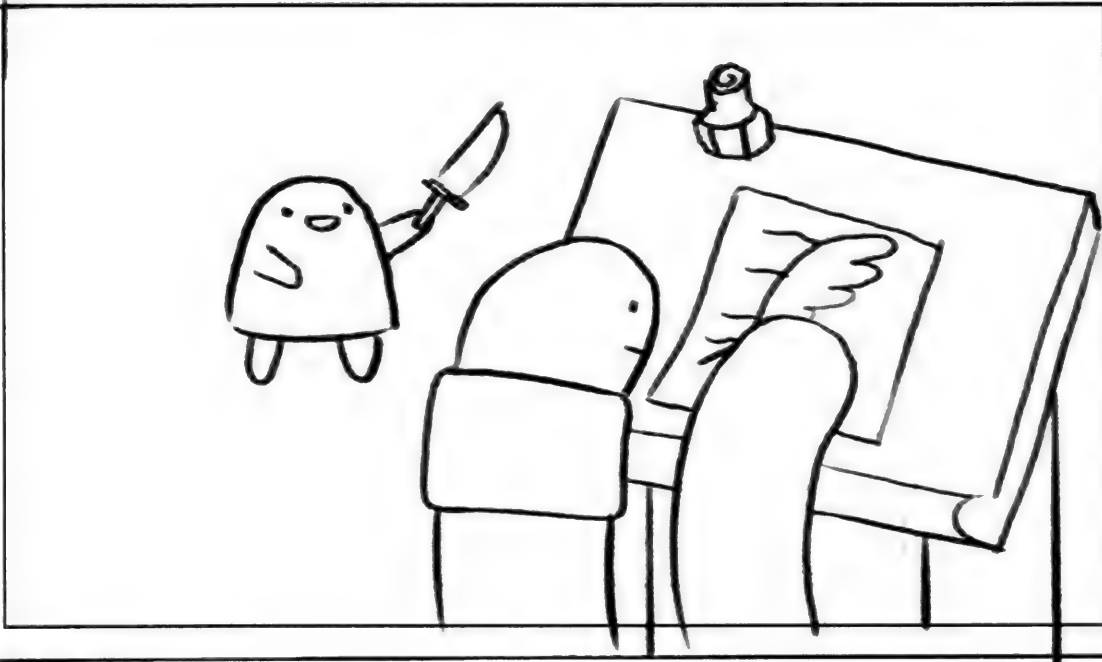
Cut

ADVENTURE TIME

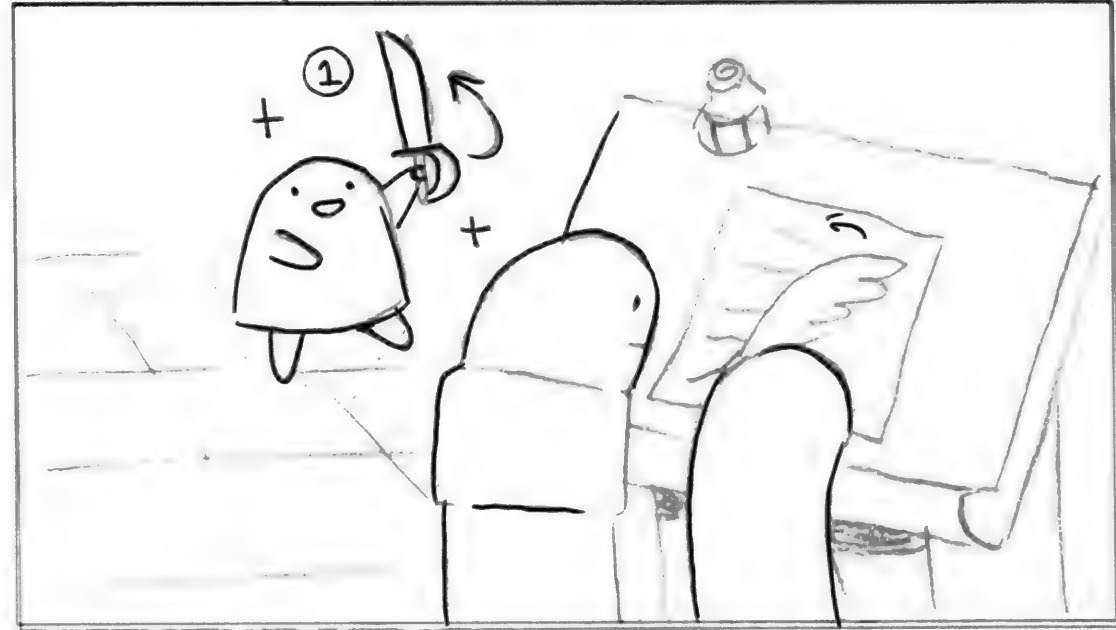


Cut

Sc. 167 Pnl. A Bg. day night





Sc. 167 CONT Pnl. B Bg. day night



Dialog:
S: (vo) KENT PROCEEDED TO RELATE HIS FANTASTIC JOURNEY TO ME...
S: (vo) IT WAS ALL SUPER GOOD...

Action:
K. GUMRIS
SHILBY WRITES.
FEB 10 2014

Timing:
 + 

EPISODE # 1025-172

Production :

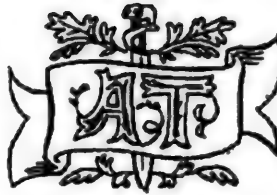
1025/172

1025/172

Cut

NATURE TIME

USE
SC. 57



Cut

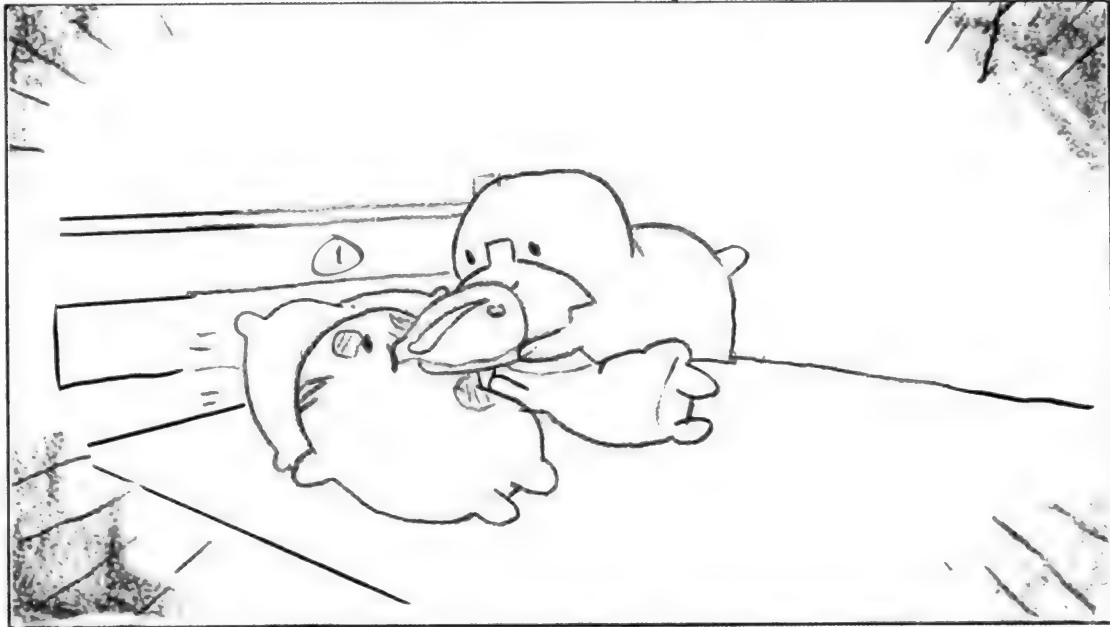
Page 323

Sc. 168

Pnl. A

Bg.

day night

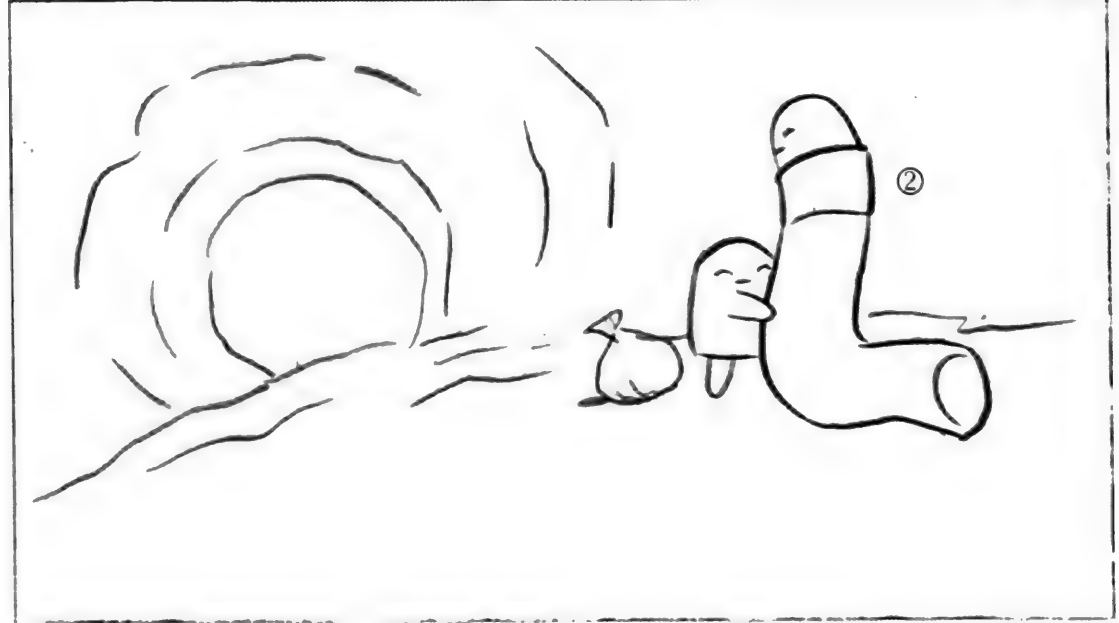


Sc. 169

Pnl. A

Bg.

day night



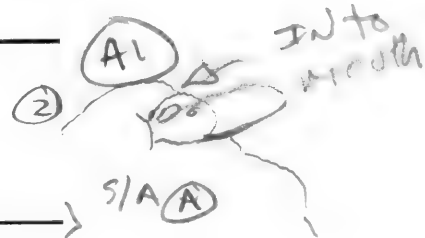
Dialog:

S: (V/O) BUT HE HAD ALSO
PARTAKEN THE FOOD
OF THE UNDERWORLD..

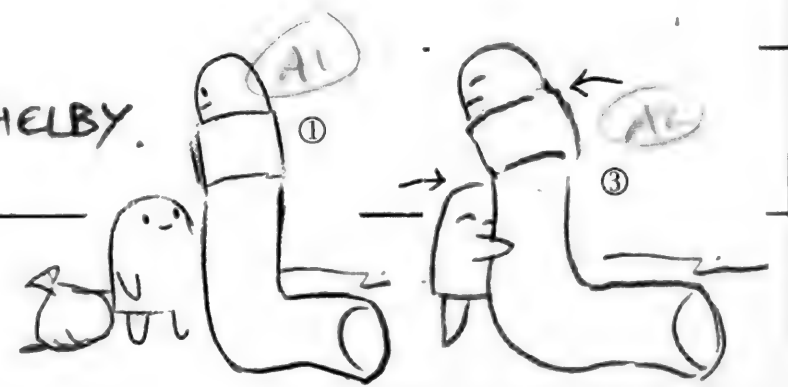
Action:

- FLASHBACK TO EARLIER
OF K. DRINKING DEW.

Timing:



- KENT HUGS SHELBY.



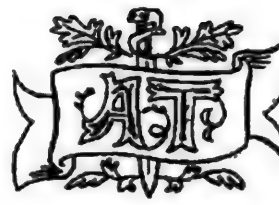
1025/172

EPISODE # 1025-172

1025/172

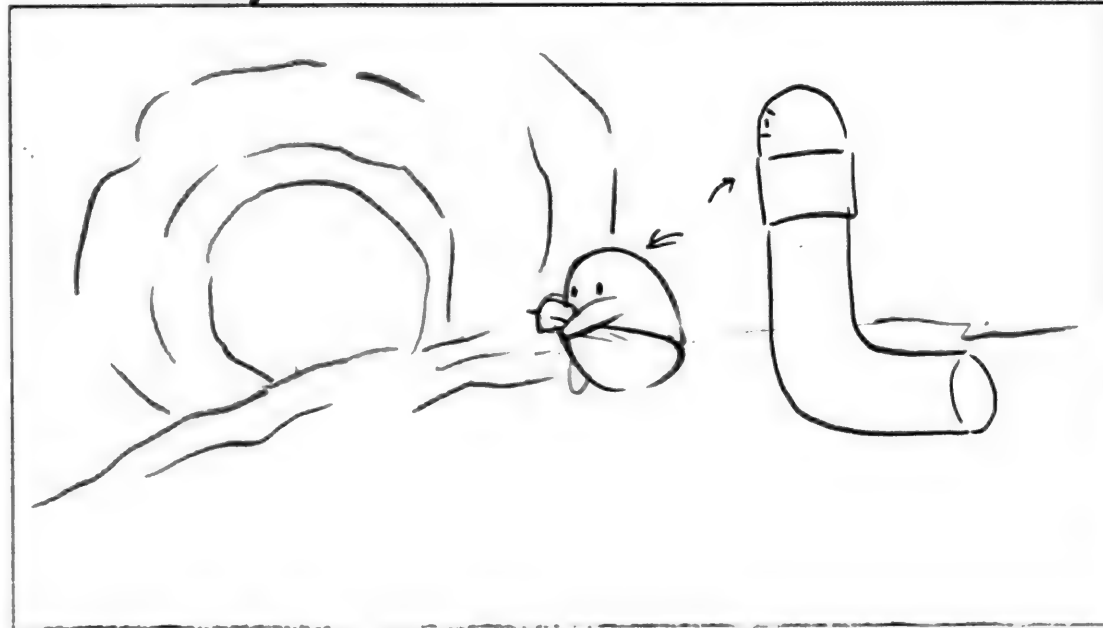
Production :

ADVENTURE TIME



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Sc. 169 *CONT* Pnl. B Bg. day night



Sc. 169 *CONT* Pnl. C Bg. day night



Dialog:

S: ^(vo) AND SO HE WAS COMPELLED TO
RETURN THERE BY DEWORDP LAW...

Action:

- K. PICKS UP PACK

- K. SLINGS PACK ON BACK.

FEB 10 2014

Timing:

EPISODE # 1025-172

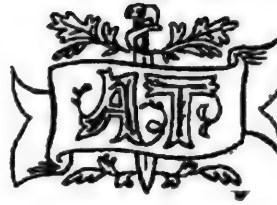
1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



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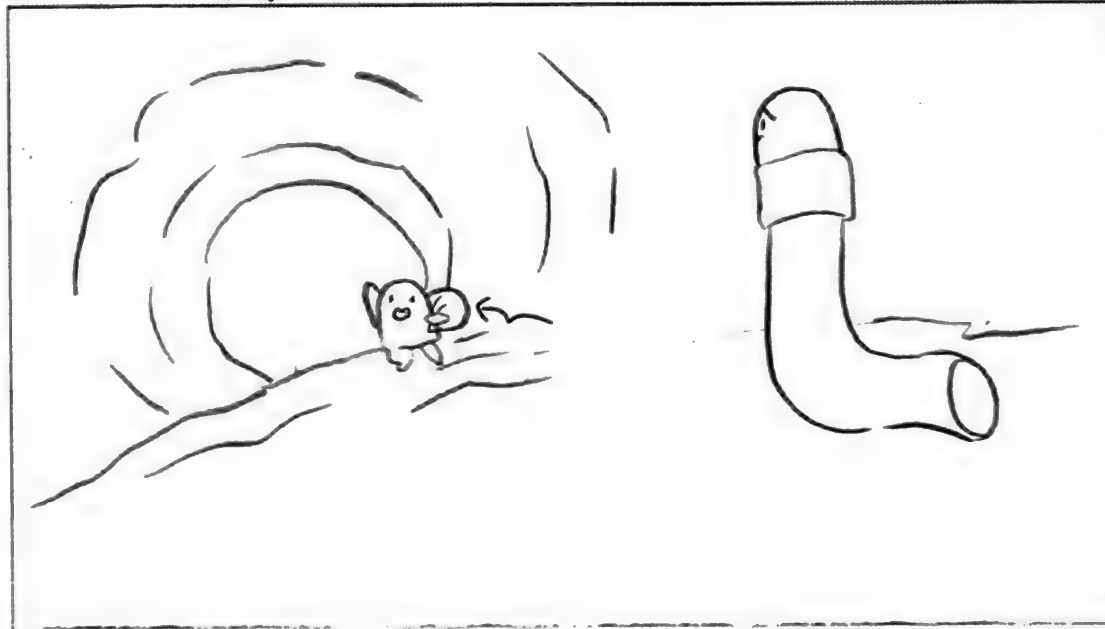
NO PG-326
day night

Cut

Sc. 169 *cont* Pnl. D

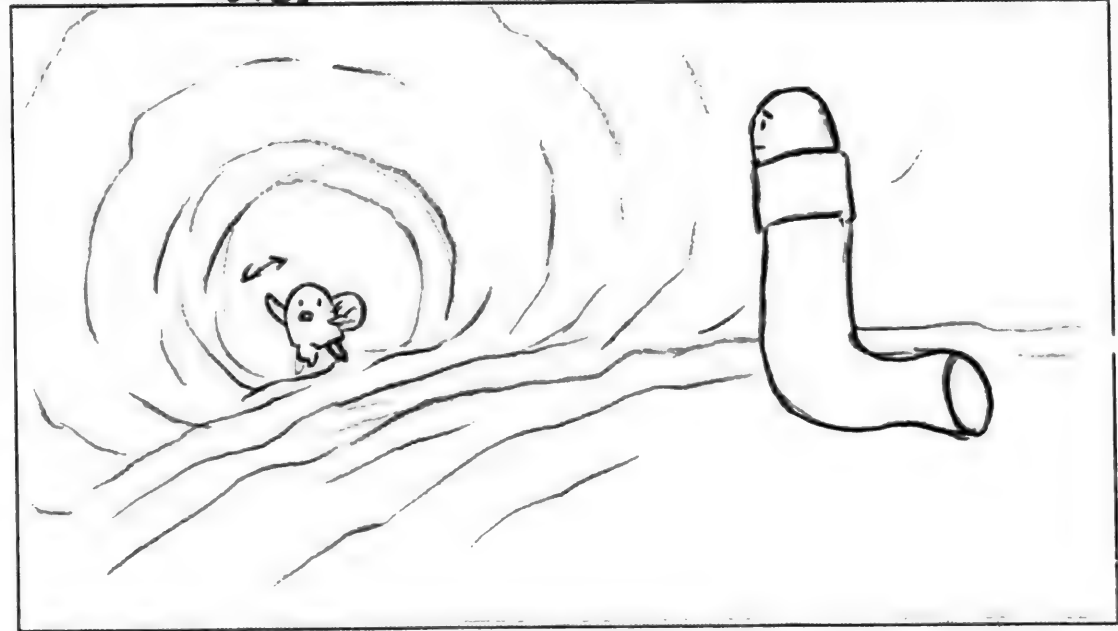
Bg.

day night



Sc. 169 *cont* Pnl. E

Bg.



Dialog:

S: (V/O) THAT'S WHAT
HE SAID AT LEAST...

Action:

- K. WAVES AS HE WALKS AWAY.

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

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1025/172

Cut

ADVENTURE TIME



Page 327

HW
cut

Sc. 170

Pnl. A

Bg.

day night

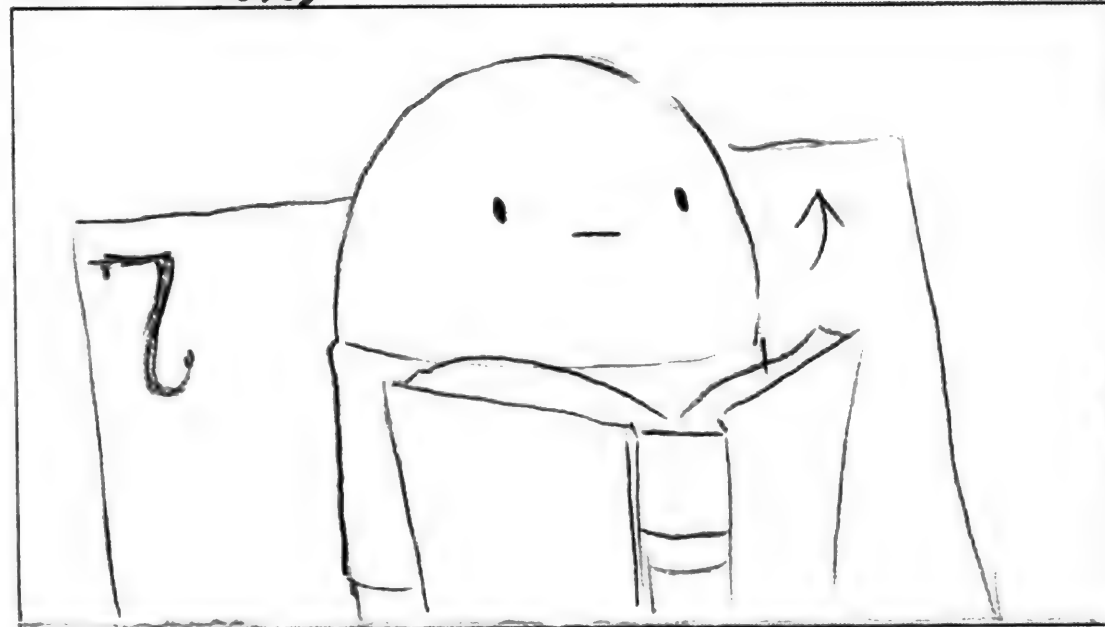
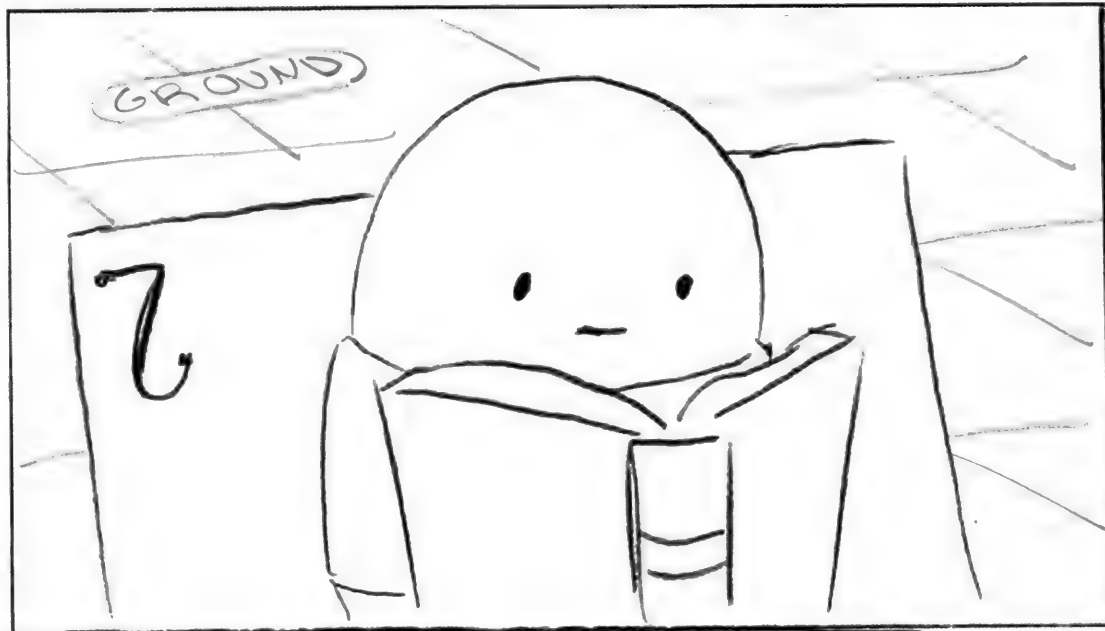
Sc. 170

CONT

Pnl. B

Bg.

day night



Dialog:

S (V/O)

Maybe he was having second thoughts
about infinite riches --

S (V/O)

TRUE LOVE, AND
ETERNAL LIFE...

Action:

- S. LOOKS UP.

FEB 10 2014

Timing:

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Production :

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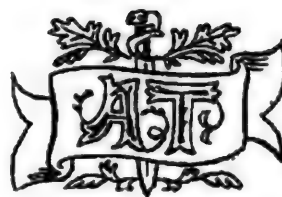
1025/172

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1025/172

Ho
Cut

ADVENTURE TIME



Cut

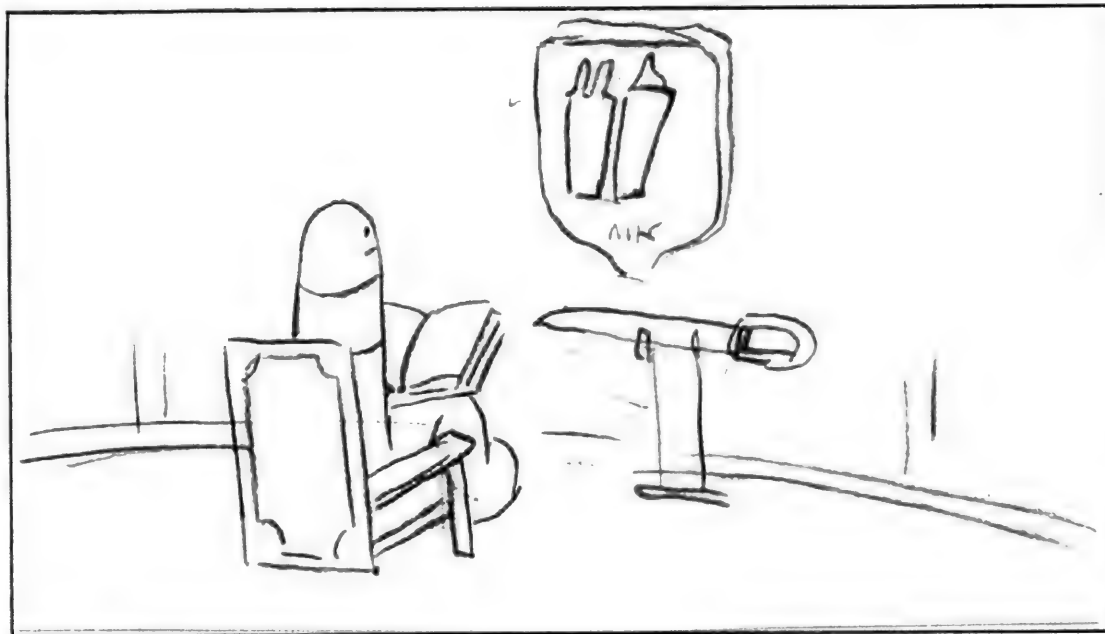
Page 328

Sc. 171

Pnl. A

Bg.

day night



Sc. 172

Pnl. A

Bg.

day night



Dialog: S (V.O.)

Or maybe he just decided that fighting
bad guys --

S (V.O.) WASN'T --

Action:

- S. STARES AT M. KING'S TEETH
AND SWORD

FEB 10 2014

Timing:

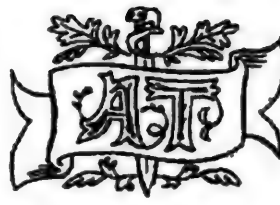
EPISODE # 1025-172

Production :

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ADVENTURE TIME



Page 329

Sc. 172 *CONT* Pnl. B

Bg.

day night



Sc. 172 *CONT* Pnl. C

Bg.

day night



S: (V/c)

REALLY HIS DEAL...

- RAT KING CRAWLS ON/S.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

ADVENTURE TIME



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Sc. 172 *cont* Pnl. D

Bg.

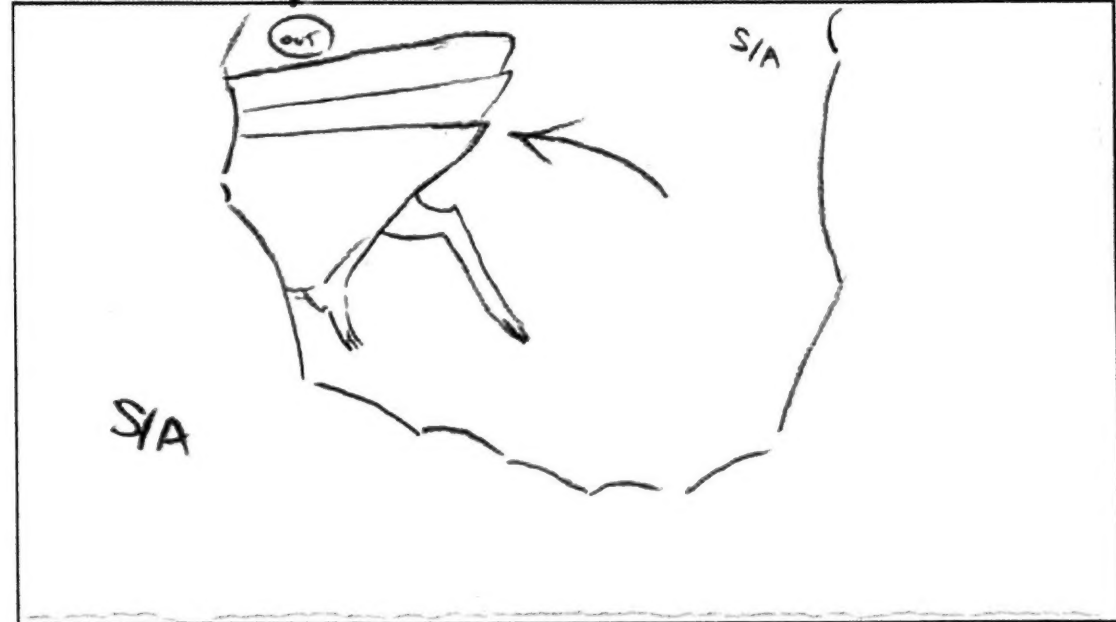
day night



Sc. 172 *cont* Pnl. E

Bg.

day night



Dialog:

RK * GUMS SMACKING *

Action:

-TOOTHLESS MOUSE KING
WHIMPERS IN TUNNEL.

- MK RUNS OFF/S

FEB 10 2014

Timing:

Cut

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

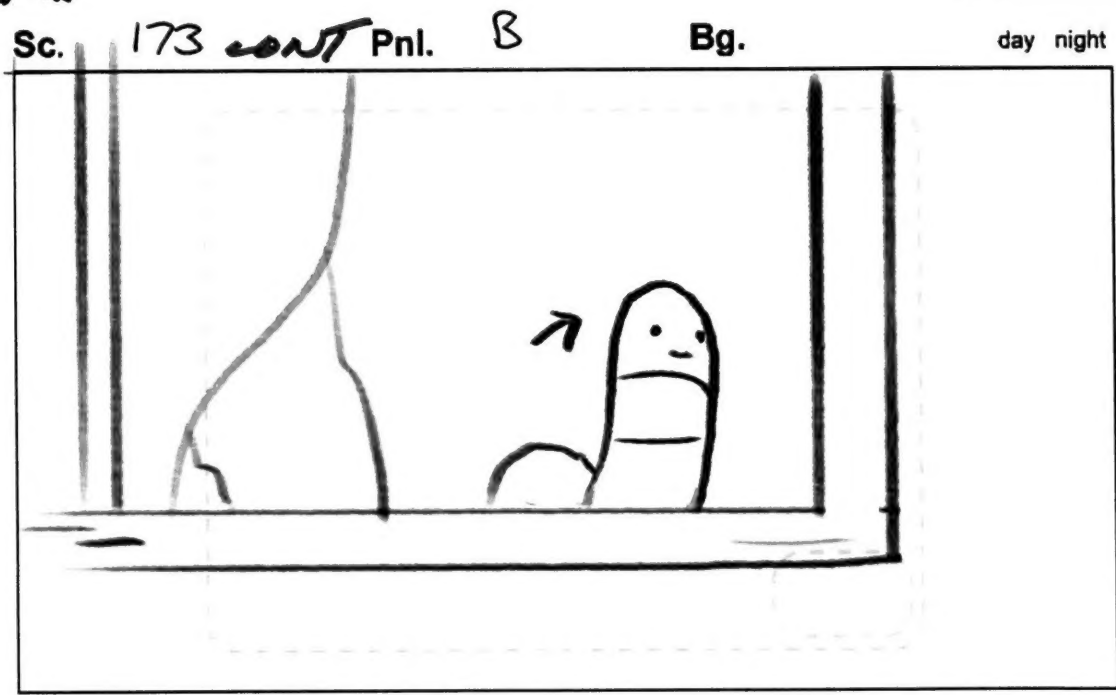
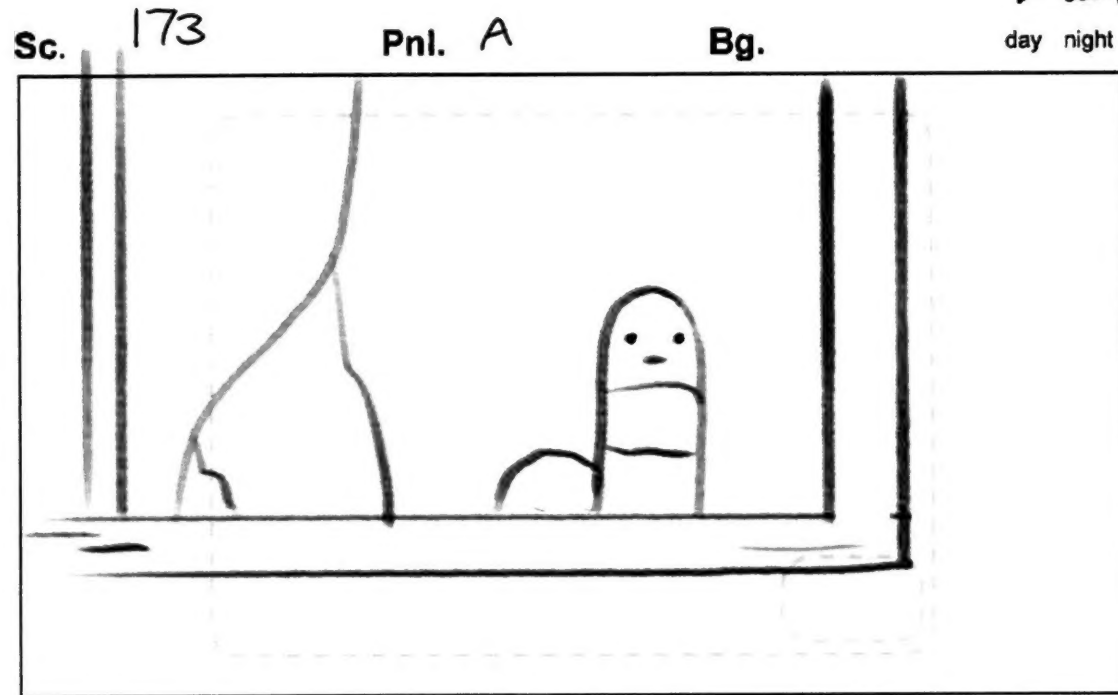
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Cut

ADVENTURE TIME



Cut



Dialog:

S: (vo) But I do know this...

S: (vo) FREE FROM THE RAT
KING'S CURSED TEETH ...

Action:

Timing:

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ADVENTURE TIME



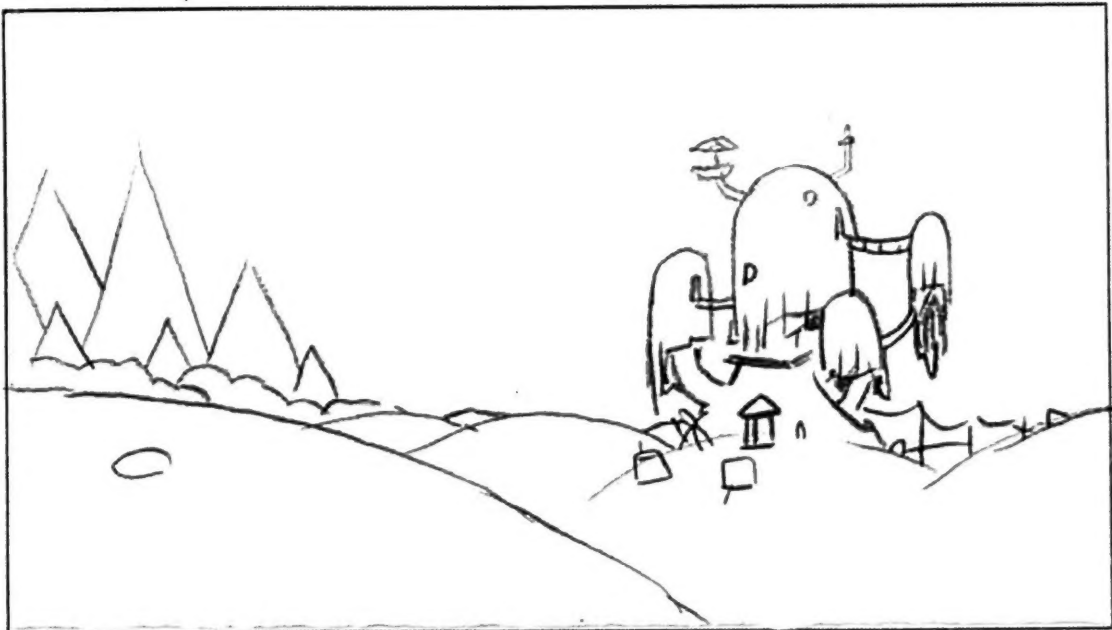
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Sc. 174

Pnl. A

Bg.

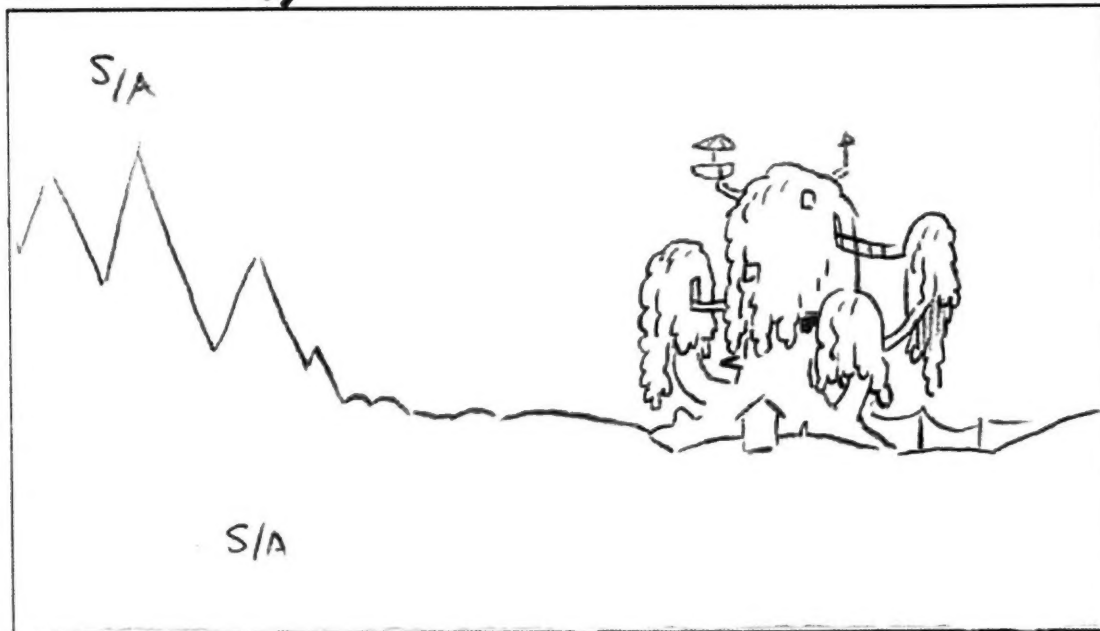
day night



Sc. 174 *cont* Pnl. B

Bg.

day night



Dialog:

S: (V_o) THAT SPRING ...



S: (V_o) 7

FOR THE FIRST TIME
IN MANY YEARS ...

Action:

-X-DISSOLVE TO BLOSSOM-COVERED TREE

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

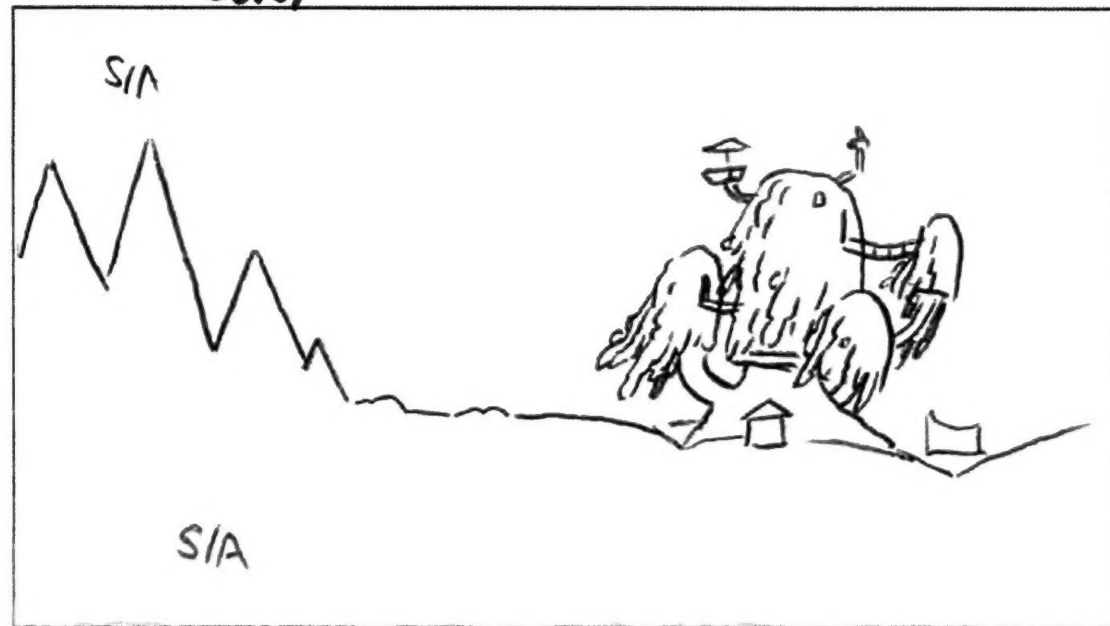
1025/172

ADVENTURE TIME

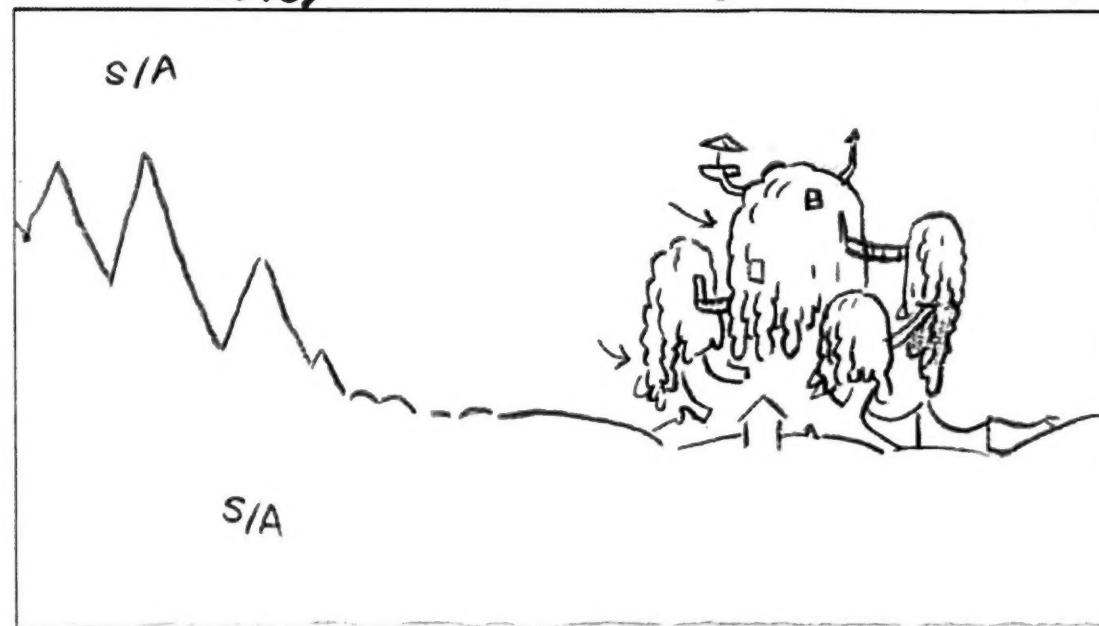


Page 333

Sc. 174 *CONT* Pnl. C Bg. day night



Sc. 174 *CONT* Pnl. D Bg. day night



Dialog:

S: ^(O/S) THE WILLOW TREE
WAS IN BLOOM ...

SFX: * WIND BLOWING *

Action:

- X-DISSOLVE TO
BLOSSOMS.

- BREEZE BLOWS
THROUGH LEAVES

END

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

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